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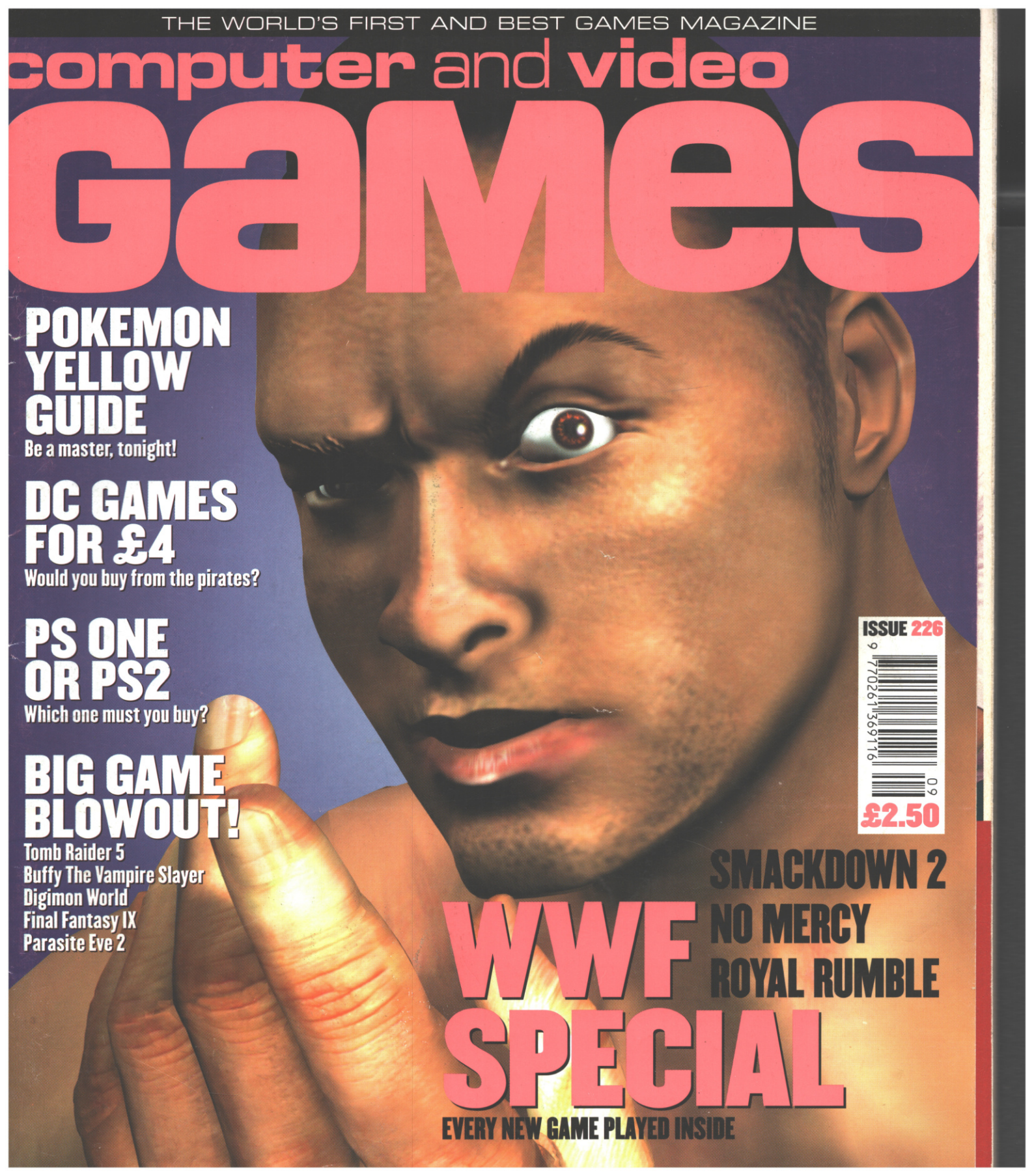
computer and video games



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Buffy The Vampire Slayer
Digimon World
Final Fantasy IX
Parasite Eve 2

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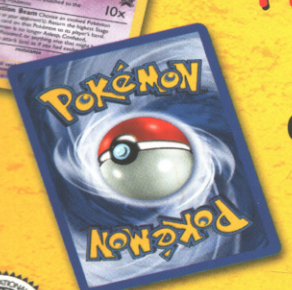

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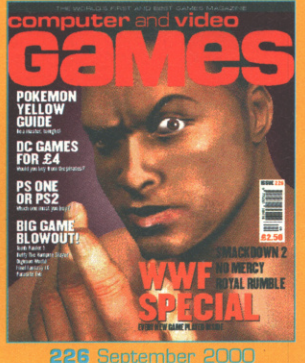
1 November 1981



226 September 2000

THE WORLD'S FIRST

Did you know CVG was the world's first games magazine, launched 18 years ago? That means we've been around longer than anyone else, played more games than anyone else and can spot a good, or bad, game from a mile away. It's also why only we can deliver the best information on every games format, every month. No-one else knows games like CVG.

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Computer and Video Games
ISSUE 226 SEPT 2000

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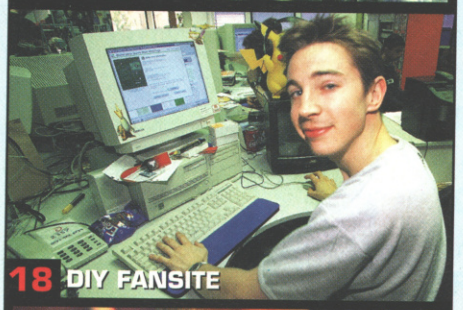

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A whole tray of cans of the new Kiss drink for the winner. Cheers!

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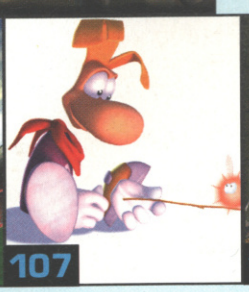

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DC's best launch game gets an impressive sequel

ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE

METAL GEAR SOLID 2

OUT **2001** *PLATFORM* **PS2**

It's summer time and many of you might just have put down your pads to investigate this phenomenon called sunlight. But there's one game we'd gladly blow up the sun for if we could play it right now. The whole world could cower under a cold, dark sky so long as Konami magically gave you a copy of *Metal Gear 2* RIGHT NOW! It won't happen of course, so CVG broke into Konami's HQ and bagged every last screenshot they've done up to now. We only got sprung when Hideo Kojima caught us rifling through his pants drawer. Ouch!

We tried to press Mr Kojima for some saucy gameplay secrets, but his lips were stuck tighter than Lee to his bed clothes after he has a 'Britney Dream'. He said they were looking at a two-player mode, as he'd wanted to do this for the last *Metal Gear* game on PS. The VR missions that prefaced the first game have also been scratched from the follow up.

When you finally get to let the Snake loose, take care out there. Baddies will track Solid Snake by trails of broken glass, corpses or even spots of blood. Old enemy Revolver Ocelot makes a comeback after you failed to finish him off last time, so you've got a score to settle right away. Insiders are also hinting at a destructive showdown in New York Empire State Building, and a sequence atop the Statue of Liberty. You have permission to dribble and shake.

Remember Metal Gear Rex from the last game? All the countries of the world have got one of those bad boys now. In fact Metal Gear Ray (the latest Metal Gear uber-tank) was built specially to take them out. Mr Kojima explained that *MGS2* would destroy all the copycat stealth games that ripped off the original *MGS*. We were more interested in the fact that Metal Gear Ray swims, pointing to underwater sections.

BUFFY THE VAMPIRE SLAYER

OUT **END 2000** *PLATFORM* **DC, PC, PS**

There are two ways to spell 'fox': F-O-X and B-U-F-F-Y, grr. The great news is that the delectable undead eradicator will be high kicking and shouting 'Yah!' on a games machine near you soon. It'll be played third person as you shoe-in vamps and solve puzzles.

One of the more interesting sub games is called 'Buffy sucks Angel's face'. Interesting fact: we know it'll be interesting, because we just made it up and it won't be in the game.

You will be able to slay the pointy-toothed ones with stakes. That's the wooden shard variety rather than the 'I used to be a cow but now I'm your dinner' variety. Holy water too is crucial to burning those vampires back to hell, and Buffy's TV mates will be there to help her out as well.

TOMB RAIDER 5

OUT **DECEMBER** *PLATFORM* **PC, PS, DC**

Mario, Sonic, Link. All video game legends. Get ready to add another name to that list come Christmas: Lara Croft. She's the busty adventuress with real attitude! The fifth *Tomb Raider* game will hit just in time to give Santa backache.

We still can't disclose plot details (but we know. Oh yes we do) but we are able to confirm a tightrope appears. The bottom line is this: if you like *Tomb Raider* games, get ready to be happy. If you don't, start practising your sarcastic groans and anti-Lara tirade.

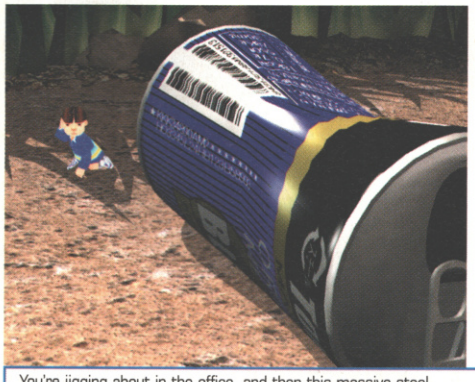
WHO WANTS TO BE A MILLIONAIRE

OUT SEPTEMBER *PLATFORM* **PC, PS, DC**

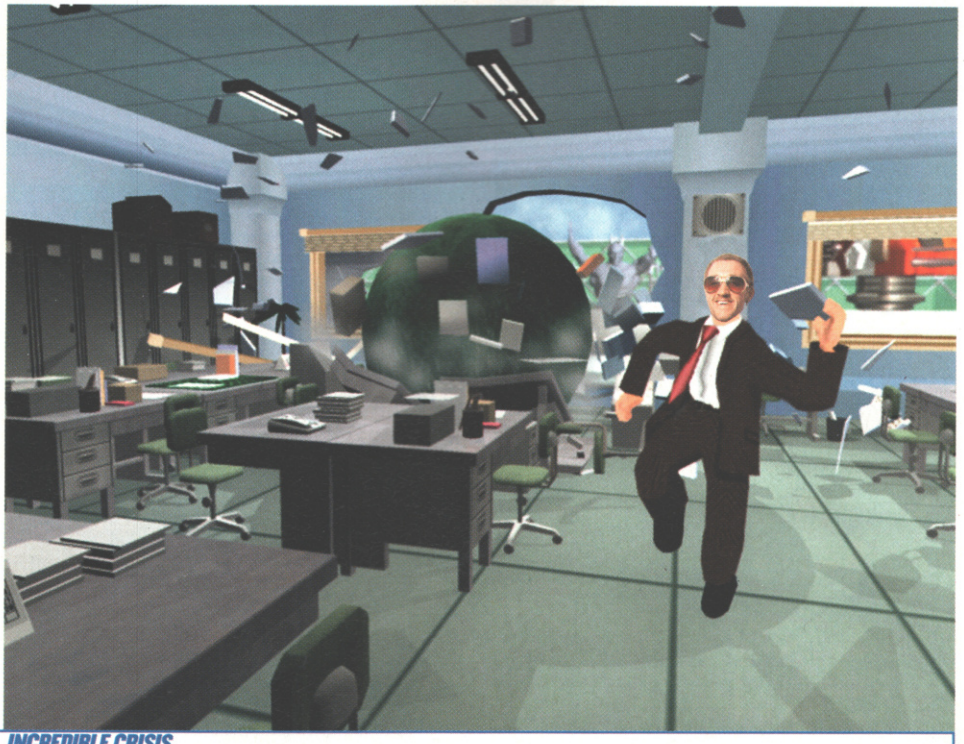
"You're saying 'Sweaty ass biscuits'. Is that your final answer? Well, you had £32,000 pounds...you've now got a home version of the gameshow!" As inevitably as night follows day, the TV smash WWTBAM has been turned into a game.

This Christmas you can hustle granny oút of thousands, as the family listens to the multi-talented Chris Tarrant. You'll have been playing since September, so you'll know all the answers.

Eidos are promising maximum faithfulness to the TV show, only the 'friend' you phone won't be a friend at all – it'll be a pre-recorded voice. How will you know to trust them or not? The drama just builds and builds.



You're jigging about in the office, and then this massive steel ball crashes through the wall and chases you. Then the elevator cable snaps and you have to hammer the door button to escape. Everything that can go wrong, will go wrong.



INCREDIBLE CRISIS

OUT SEPTEMBER *PLATFORM* **PS**

You must have had some pretty bad days in your time. You flunked a maths test at school and then ISS Evolution wouldn't load when you got home. You've got nothing on Taneo and his family in Incredible Crisis. Help them play out the worst day in human history.

ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE

SIMPSONS WRESTLING

*OUT***END 2000** *PLATFORM***PS**

It's been years since we've been blessed with a Simpsons game - and even longer since we've played a really great one. No matter, as *Simpsons Wrestling* looks like it'll rock. Pound Ned Flanders, out-belch Barney and stamp Krusty to the ground. What more could you ask for? Definitely one for the Christmas list.

RED

*OUT***2001** *PLATFORM***PS2**

PS2 isn't exactly overburdened with strategy titles. You will have chosen to forget the stinksome *Kessen* by now, but *Red* wants to relight your fire. It's real-time and rewrites post World War II history to include chunky robot tanks. The sniper attack is looking particularly spiffy, zooming right in *GoldenEye* stylee. Bamm!

EPHEMERAL FANTASIA

*OUT***2001** *PLATFORM***PS2**

Ocarina of Time appears to have set a trend in RPGs for the lead character getting seriously jiggy with a musical instrument. In *Ephemeral Fantasia* the lead character plays guitar to solve puzzles. You can even use the Guitar Freaks controller. Exploring is viewed top down, and fight sequences look a shade *Final Fantasy*.

SHADOW OF MEMORIES

*OUT***2001** *PLATFORM***PS2**

In this videogame you're dying. Nothing new there, you say. But this begins with the impending death of the lead character. Eike is told as he draws his terminal breath that he can cheat death through time travel, and sets off on a journey hundreds of years in the past to try and prevent his murder. Count on it being very odd.

ESPN NHL NATIONAL HOCKEY

*OUT***2001** *PLATFORM***PS2**

Far more people in the UK like ice hockey games than actually like the sport. Konami have signed up with US sports channel, ESPN to make sure their game has all the right names and faces. This means that Miroslav Satan (yes, that really is his surname) will be skating around and punching people in the head. Tidy.

ESPN NBA 2NIGHT

*OUT***2001** *PLATFORM***PS2**

Apart from football, basketball is perhaps the sport best represented in interactive digital form. PS2 might have a game to add to the list when the real player-laden NBA 2Night slam dunks into shops next year. Konami have got a pretty good record with sports games so it should rule.

WACKY RACES

*OUT***SEPTEMBER** *PLATFORM***PC, PS**

Race as one of six of the wacky racers available over 40 different comedy circuits. Racers like Penelope Pitstop and the Slag Brothers can use over 20 vicious gadgets to cane opponents. Race hard to unlock Dick Dastardly. Not a port of the fabulous Dreamcast racer, but two totally new versions.

WALT DISNEY'S THE JUNGLE BOOK, GROOVE PARTY

*OUT***NOVEMBER** *PLATFORM***PC**

Disney Interactive turn their hand to rhythm action, and what finer way to start than with a dance 'em up based on the supremely funky Jungle Book movie. Take control of Mowgli in single player, or the whole cast in multiplayer games, and dance your way through the story. You even get a dance mat on which to strut your stuff.

RESIDENT EVIL 3: NEMESIS

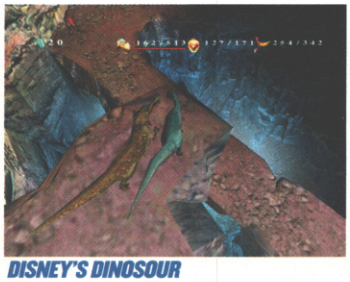
*OUT***SEPTEMBER** *PLATFORM***PC**

Get some horror on your hard drive. It may be another direct port of a PlayStation game but when the original's as good as *Nemesis*, then why complain? Guide Jill Valentine on a grizzly journey through a pre- and post- *Resi 2* Raccoon City. The "live selection" and dodge features mark this out as more than just another sequel.

STAR LANCER

OUT **Q4 2000** *PLATFORM* **DREAMCAST**

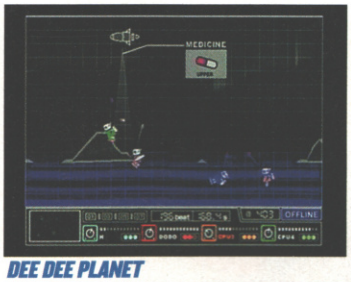
Starlancer promises internet-ready on-line play, letting you dogfight with other users across Europe. It's looking tasty.



DISNEY'S DINOSOUR

OUT **END 2000** *PLATFORM* **PC**

Disney's Dinosaur is an action adventure with RPG elements. Dinosaurs team up and combining their skills to progress through the game.



DEE DEE PLANET

OUT **TBC** *PLATFORM* **DREAMCAST**

You sit on a landscape, trying to shell each other with projectiles. The visuals, though basic, have a good style, and full online play makes it a must.

FROGGER 2: SWAMPY'S REVENGE

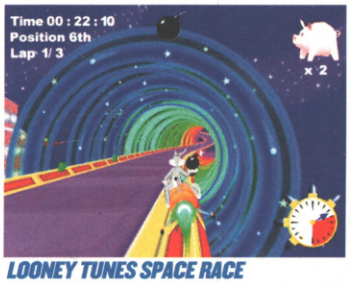
OUT **SEPTEMBER** *PLATFORM* **DC, PS**

Frogger even gets to schmooze with a lady frog called Lillie, as the pair hop their way through seven distinct 3D worlds. Four-player modes, too.

CHICKEN RUN

OUT **CHRISTMAS** *PLATFORM* **ALL**

Here you can see our clucking heroes avoiding the boots of My Tweedy in one of the game's many different styles of play.



LOONEY TUNES SPACE RACE

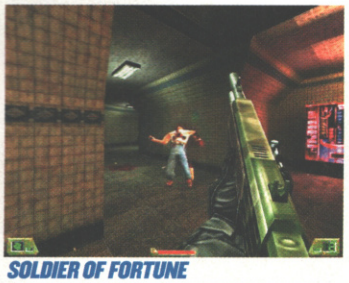
OUT **OCTOBER** *PLATFORM* **DREANCAST**

With a lifetime's supply of ACME goodies up for grabs, the gang take to their rocket-powered spacecraft in a mad race across the galaxy.

RED FACTION

OUT **TBC** *PLATFORM* **PS2**

An incredible physics engine is the real selling point of this next-gen FPS. You'll be able to rip the scenery to shreds with your awesome weapons.



SOLDIER OF FORTUNE

OUT **Q4 2000** *PLATFORM* **DREAMCAST**

Dreamcast port promises to offer the same playability as the PC's. You'll get to pick off the flailing limbs from the enemy as they go down.

Show t
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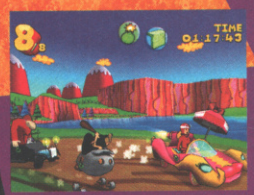
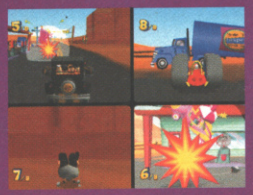
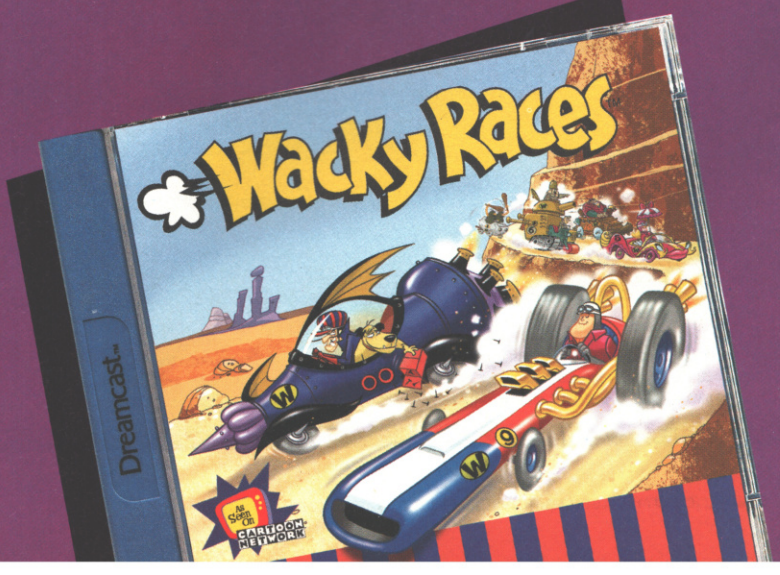
Dreamcast.
GAME BOY COLOR

Be nice: your competitors best short cuts.







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SHE'S GONNA BLOW!

THEY WERE SUPPOSED TO BE PIRATE PROOF. YET GOLD DISCS ARE SPRINGING UP EVERYWHERE FOR THE TWO BEST-PROTECTED CONSOLES IN HISTORY, DC AND PS2. CVG WENT UNDERCOVER FOR THE SCOOP WORDS**PETER WALKER** PICS**KENNY P**

ON THE

ON THE 22nd June 2000 the internet underground was in a frenzied state of excitement. A group of hackers released a bit of kit rumoured to let you play pirated Dreamcast games from standard gold discs. Many guessed it was a hoax since DC GD-ROMs hold 1000mb of data and are damned expensive to replicate, and if the pirates used normal CD-Rs, they would only have 650mb of space to play with. So we went undercover and obtained a handful of gold CDs – including *Soul Calibur* – which ran fine on our non-chipped office DC. At the time of writing, over 50 games were up for sale at pocket money prices by internet suppliers, with up to three new titles appearing every day. For obvious reasons we're not going to tell you exactly how it's done, but no specialised equipment is needed beyond a fairly standard home PC with a Net connection.

CODE HACKED BACK

Some DC games don't fill a GD, and are prime targets for the crackers. Titles that do fill a GD are stripped down to fit on a gold CD. Sega's awesome *Virtual On: Oratorio Tangram* was too big to fit, so the crackers ripped out the music and left in the sound effects. *Jet Set Radio*'s soundtrack was converted to mono from stereo. Any game that features music playing direct from the GD is copied to CD-R without the soundtrack, and FMV is often ditched. In short, you often don't get the full game as the programmers intended it. Despite that, a poll on a piracy website alleged 27% of 3,500 respondents admitted buying a DC as soon as they found out pirate games were available. Unsurprisingly, one Net hacker claimed, "Piracy will send DC hardware sales through the roof like it did with PlayStation. It will save the DC."

PS2 SUFFERS TOO

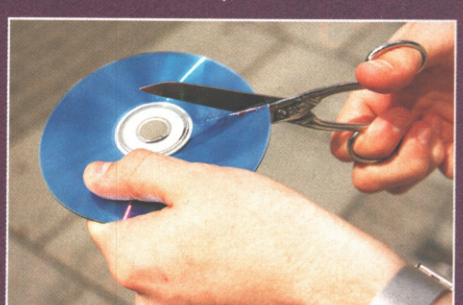
It took the finest hackers in the world the best part of two years to crack the DC but PS2 was playing bootleg gold CDs within two months. Again, we're not going to tell you exact details, but we can reveal it only worked on specially adapted original models. Many legit PS2 games currently come on CDs rather than DVDs, which doesn't exactly make life harder for the pirates either. Sony has already released a revised PS2 in Japan to combat the problem, and claims the UK model will be redesigned to thwart the pirates.

GOING MAINSTREAM

When we investigated in July, this outbreak of next-gen piracy was just going mainstream. A man in Dagenham was selling DC games in an online auction, and some carboot and market games traders either had the games or were expecting them shortly. When we first contacted Sega in June they refused to believe us when we outlined the scale of the problem. A simple search brought up internet gold CD vendors, and CVG sent off cash to one supplier. His details, and the discs he sent have now been passed on to ELSPA and destroyed. An ELSPA spokesman said, "We're on the case as concerns DC piracy, as with every other format. Our investigators are actively seeking out vendors but the problem is not hugely widespread at the moment." But he admitted it would increase as demand rose.

BIG PROBLEM

In Week One these discs were going for £20 each, but it's testament to how widespread the problem is that pirates have slashed the prices by more than 75% to remain competitive on the black market. One US site now lists 21 PS2 games available for $7.49, and DC games are available closer to home for as little as £4 per disc. Sega issued an official statement to CVG, saying, "Sega has recently determined that counterfeit Dreamcast software has been now released and is available from some websites and in some stores. This software violates Sega's intellectual property rights and is illegal. More importantly, it prevents Sega and the companies who develop software for Dreamcast from recovering their costs in developing software, thereby hindering the development of new and innovative software products. Sega will take all necessary steps in protecting its intellectual property and aggressively pursue all infringers." No official word has come from Sony.



There was only ever one thing we were going to do with the pirate discs we got hold of. And it wasn't sell them on the net

CVG RECKONS

Every pirate game sold lines the pockets of a criminal and robs developers of the royalties they need to keep making games for the future. Fact. Equally, we appreciate that each of you makes your own decisions and we're not here to preach. But if no-one buys legit copies of games, then games don't make profits and developers stop making games. Fact. Is that what you really want?

■ **DREAMCAST Our campaign to get Sega to release *Samba De Amigo* in the UK seems to have paid off. A PAL version is now to be released later this year, and Sega are currently considering price and whether it will appear in shops or will be ordered online only. Hurrah!**

■ PC *Diablo 2* update. Yeah, yeah. Turns out the shop version does let you take single player characters 'online', contrary to what we were told in Issue 225. On the downside, the players' PCs host such games so it's lag city and trainers are already available for cheaters. We'd advise you stick to Battle.net secure games – once Blizzard's ironed out initial teething problems due to massive demand.

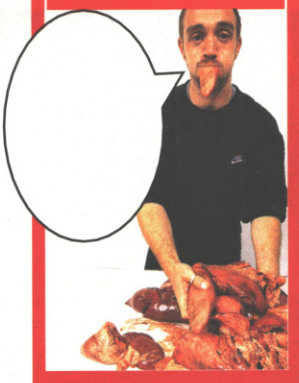
■ **CVG We're looking for a highly talented writer to join the CVG team. To get the job you must: have a massive knowledge of games, have a fantastic command of English, love magazines, be open minded and want a career in journalism. You must also be happy to move to London. If this sounds like you, send your CV, a 250-word review (in CVG style) and a covering letter to: Staff Writer position, Michelle De Souza, 338-346 Angel House, London, EC1V 7QP. Closing date, September 13.**

■ PLAYSTATION 2 Sony's original date of mid August to start accepting pre-orders for PS 2 has been postponed to September 7. Remember, if you want a PS2 on the day of launch you'll need to pre-order as they won't be in the shops until some time later.

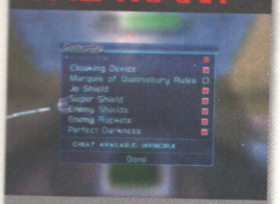
DAN SAYS...

Try our caption compo

See the goon with the cow's tongue in his mouth? See the speech bubble? Prove your killer wit by telling us what you think Dan is saying. There's no prize for this one, but we'll print the best entries. Just cut out the picture, fill in the blank bubbles, and send it to the usual address



ARE YOU THE MAN?



PERFECT DARK

Now this is a screen that's going to make a lot of gamers VERY jealous. Just to show you we're the best gamers in the world, here's a cheat screen that shows we've earned even that most elusive of cheats, the magical invincibility. Are you the man? We are!

TIP Patience is the key. Go through each level again and again looking for shortcuts and ways of doing things that might shave a couple of seconds off your score. Turn the timer on to keep track.

RIDDLE ME THIS...

Ahhh, or should that be AARRGHH!! It's ickle Pikachu at his antics again, this time riding on the back of a bird. Can you not get enough of this electric mouse or would you give anything to wring it's yellow neck? One point for guessing the game and two for how you get this scene.

Yep, you guessed it, it's in Pokémon Snap. To get Pika to do this, in the Cave level, save Pikachu from being carried away by Zubat by throwing Pester Balls at it, then free Articuno from it's egg by playing the Poke Flute.

SONY, I SHRUNK THE PLAYSTATION!

PLAYERS' VERDICT – PS ONE LOOKS WICKED... BUT WE'D PREFER A REAL NEXT-GEN

WORDS **PETER WALKER** PICS **MATT HOWELL**

IN A matter of weeks, PS2 hits the UK. But even sooner than that so does Sony's surprise new 'portable' PlayStation, called PS One. So is it any good and which console do you go for this autumn? CVG took to the streets (well, HMV in London's Oxford Street) to get players' verdicts.

Everyone loved PS One's new diddy looks, but only a handful of self-confessed 'hardcore' players (less than 10% of people polled) actually planned to buy one. Why? Because almost half the people we talked to already owned a PlayStation and didn't see the point of getting another, while most of the rest had other consoles or a PC and weren't tempted. Nearly a quarter of players weren't even tempted by PS2 and were prepared to hold out for Star Cube (Dolphin's new name) or even X-Box, both of which are over a year away from release. Most thought £70 was about right, though a handful felt it a little pricey without any other peripherals. But they agreed it would be worth considering if you're strapped for cash or don't own any consoles already. To sum up: PS One's great for a first console or if you're you're not exactly flush, but we'd rather have a PS2, Star Cube or an X-Box.

So what do retail professionals think? HMV's store games manager Neil Bainbridge said, "PS One is really, really nice and will sell well. There are people out there who are still coming into the games market who have not got £300 for a console. I'd buy one and give my old PlayStation to my brother." He should know – customers are still asking for the original PS, which is now in limited supply. All good news for PS One.

FACTS

■ PS ONE: Should go on sale in September for around £70, comes with power pack, video lead and one joypad, and will only play original PlayStation games. As we went to press, Sony hadn't confirmed a date and price for the portable screen and if and when the online capability will be available in the UK and what the adaptor will cost. What's more, we're still waiting for them to confirm a battery pack to make PS One truely portable. New PlayStation games will continue to be released for at least anther year.

■ PS2: Due out Oct 26, comes with one pad, power pack, video lead, memory card and utility disk. It plays PS2 and PS games, DVDs and CDs, but costs £299. The mobile phone adaptor mentioned above for PS One will work on PS2 when it's released here. There's also plans for a hard drive and the console's been future-proofed to take advantage of online-style gaming and entertainment, including watching digital TV through your PS2.

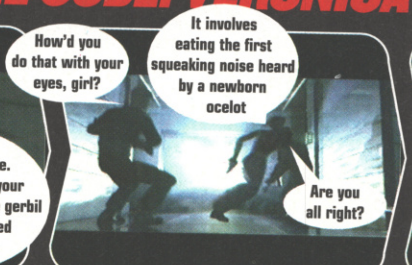
CVG RECKONS

PS One looks a treat, but whether you should buy one depends (surprise, suprise) on your budget – and availability of PS2. £70 versus £300 is a big difference, but a more powerful console is what players want most of all. But with the DC already coming down to £150 this autumn, perhaps it's not a clear-cut PS One v PS2 choice anyway.

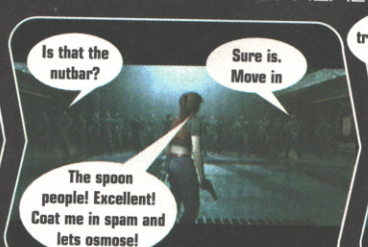
RESIDENT EVIL CODE: VERONICA

THE VOICE OVERS ARE PRETTY MISLEADING. CHECK THE (CVG) REAL STORY BEHIND THE

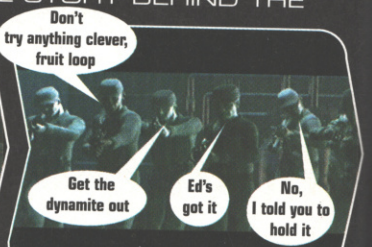
Escaped mental patient Claire Redfield is rumbled in the middle of some unsavoury acts



Assuming the light and noise is Jesus opening a bag of crisps with a moped, Redfield bolts



Redfield runs into SWAT's Up?, a freelance assault team dispatched to haul her crazy ass in



As SWAT's Up? Fall out, Redfield introduces her new-found friend 'Robbie Explosive Stick' to them.

Redfield's dreaming

PS2 STOCK WARNING!!

If you do plump for PS2, you'd better get your money ready right now. Sony has revealed that there's limited stock available for the UK and you won't be able to buy PS2s straight off the shop shelf. Instead, it's setting up a High Street pre-order system on a first-come, first-served basis which will open on 13th September. It's supposed to ensure all retailers, even small independent game shops, get a fair shot at stock. Just how many PS2s will be available depends on who you listen to – we've heard anything from 200,000 to 500,000. If demand doesn't outstrip supply, the wait between ordering and receiving delivery could remain at one week all autumn.

WHAT DO YOU THINK OF PS ONE? WHAT DO YOU THINK OF PS ONE? WHAT DO YOU THINK OF PS ONE?

Peter Karczewski, 28, from London, said, "I'd buy a PS2 because I already own a PS. PS One is chic and smart and if it came with a screen and all the peripherals for £200 I'd buy one."

Sietse Nagelkerke, 17, from Holland, said, "I'd buy a PS2 because the graphics are better and it plays original PlayStation games too. PS2 is more expensive but a much better investment."

Jason Palmer, 23, from London, said, "PS One would do better if PS2 wasn't out so soon after. It's aimed at younger players. People are gearing up for PS2 now."

Chris Phan, 23, from London, said, "I wouldn't buy a PS One – there's really no difference from a normal PS. It looks quite nice but it's not down to looks, it's how it plays. I want a newer console and better games."

Marco Nardo, 23, from London, said, "Without a screen, I'd say it should cost £40 to £50. I'd get a PS2 instead, but I'm waiting to see what games come out for that. I've heard *Tekken Tag's* not particularly great."

Nick Jenner, 18, from London, said, "PS One looks wicked. I live in two houses and I might buy a PS2 for one house and a PS One for the other." You must have some cash then Nick.

PLANET CVG

■ DOLPHIN News has leaked from the normally tight ship that is Nintendo about the final name for the Dolphin project, but it's not much better. The new name is set to be Star Cube.

■ **PLAYSTATION 3 Reflections, developers of both *Driver* games, have stated that there will be a PlayStation 2 *Driver* game in 2001 - with the possibility of another one that will need the power of a next next-gen console (X-BOX 2 OR PS3).**

■ PC Long-time coming sequel to Brit coder's *Z* is finally on the way. *Z2* is aiming to take the RTS genre in a slightly different direction with its humour and advanced AI techniques. No release date yet.

■ **PLAYSTATION 2 Taito have announced that stupidly addictive puzzler, *Bust-A-Move* is going to make the transfer to PlayStation 2. Expect the same basic gameplay wrapped up in more bonkers music and eye candy.**

■ N64 The canine cartoon super-sleuth and his ghost busting friends are set to appear in a new Scooby Doo game on the N64. Let's just hope there's no Scrappy.

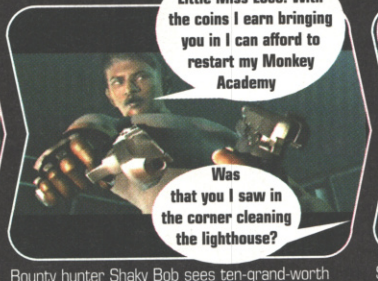
■ **DREAMCAST Will it or won't it? After much speculation by Sierra over whether the DC version of the smash hit FPS, *Half Life* would include online play, the truth is now finally out there. It won't.**

■ X-BOX A third-person adventure that looks a bit like *Crash Bandicoot* (only better, this is X-Box after all) has been confirmed by Brit coders Argonaut. It's called *Malice* and features a morphing female heroine.

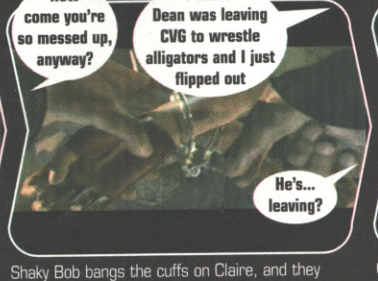
■ **PC Rebellion, developers of the excellent *Aliens vs Predator* on PC have bought up 2000AD, giving them access to all the comic book characters for future games.**

■ PC Speaking of Aliens, a sequel to *AVP* is on the cards, with more emphasis on the story. You'll still get the chance to play as each of the three species though. Rumours abound of a PS2 version, too.

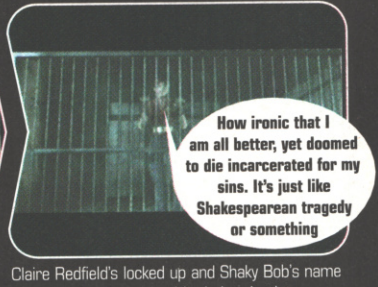
Redfield's blown unconscious. She awakes after dreaming about Eamonn Holmes and love eggs



Bounty hunter Shaky Bob sees ten-grand-worth of at-large looney bint land at his feet



Shaky Bob bangs the cuffs on Claire, and they trudge off with aching and bitter souls



Claire Redfield's locked up and Shaky Bob's name becomes synonymous with simian dentistry

SCOOP!

THE PLAYERS' BEST FRIEND

SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

Spot where we've hidden a cut-out of Dan's pug-ugly mug and you could win a beautiful *Digimon Version 2*. State the page number on a postcard to our usual address marked, Spot The Dan Competition. Just don't stare too closely at Dan's face or you'll go blind. Winners are announced in Win This Lot Now!

Dan: "I am killing you. Thi
I've played it and I'm killin

In Issue 226, Dan was on page 106

THE CONTENDERS

Mr Driller v Bub

Name	Mr. Driller	Bub
Weapons	Pneumatic drill	Blows bubbles
Loves	Both love popping noises & chain reactions	
Hates	Groups of blocks	Groups of bubbles

THE FIGHT

Mr Driller slinks slowly into the arena, bemused and frightened by the roar of the crowd and popping of flash bulbs. Already standing in the ring is a bubble-blowing green dinosaur, who is looking around nervously for a friendly face. The ref brings them together, they stand looking at each other with big frightened eyes. Bub tentatively burps out a bubble, which Mr Driller instinctively pops with his drill. Driller laughs and then Bub lets out a giggle. They continue with this friendly exchange as the crowd gets ever more heated. The fighters then discover a mutual distrust of groups of like-coloured objects and vow to work together to bring an end to this menace through chain reactions. The crowd is howling for blood as Bub and Driller embrace, then exit the ring together. Bub later introduces Mr Driller to his friend Bob.

THE WINNER

Fight tied

DIY FAN SITE

BUILDING YOUR OWN GAMES FAN SITE IS EASIER THAN YOU THINK WORDS**LICKY LEE** PICS**KENNY P**

PLAYERS ACROSS

PLAYERS ACROSS the globe are making their own dedicated games pages for fun. Ever wanted to do the same? Here's how.

LOOK BEFORE YOU LEAP

You'll need to decide a rough layout for your site with an idea of what links will lead where, along with pictures and text ready to be imported from your desktop. You'll also need a suitably silly Game Fan name. We went for Licky Licky Lee Lee. Good grief...

MAKE YOUR CHOICE

Ok, so you aren't a programmer or designer, but to get a decent fansite you don't have to be. Feed the words 'create own web page' into any search engine and you'll find loads of sites that'll help. You'll find these basically fall into three categories:

■ I CAN JUST ABOUT USE A MOUSE

For web-newbies Sites like http://geocities.yahoo.com let you create pages in as little as ten minutes by choosing a pre-designed template and filling it in with your own text and pictures. It's quick and very easy but you're restricted by the template.

■ I'M A REGULAR SURFER

These offer more control without needing a Diploma in web deign. Special free packages like www.homestead.com teach you the basic 'drag and drop' skills needed to make a full-featured web-page. You'll be on-line for a couple of hours to get something decent together. We recommend you try this one.

■ THE NET IS MY MANOR, DUDE!

For ultimate freedom and gloat value, try creating a web-page from scratch using HTML. Many sites will help you learn the basics. Look at www.kevjudge.co.uk for tutorials and examples.

THE CHALLENGE

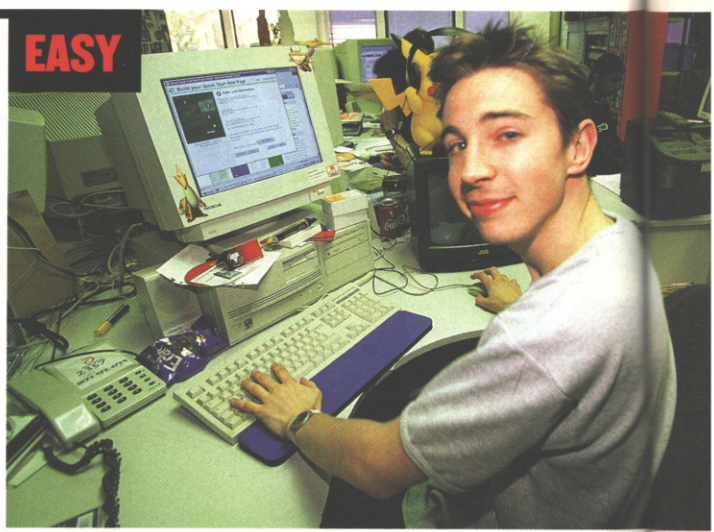
We wanted to see how far we could get in half an hour. Pete wanted a *Diablo 2* site. So we decided to try to make the same page with each of the three methods outlined above.

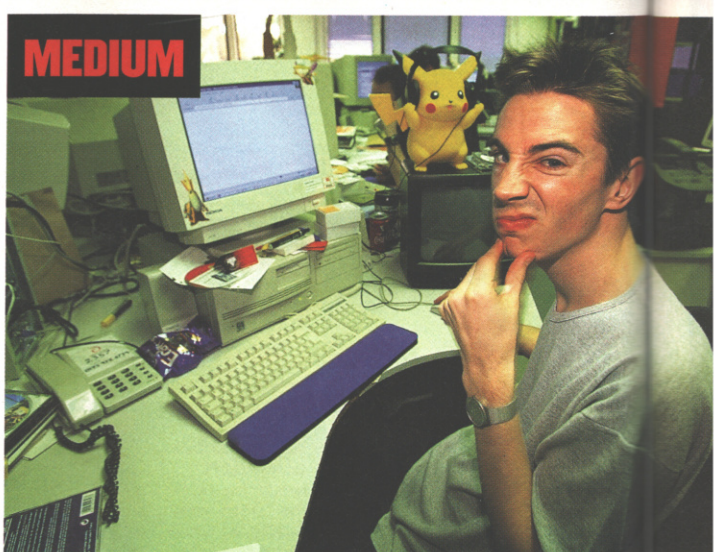
SHOW US YOURS

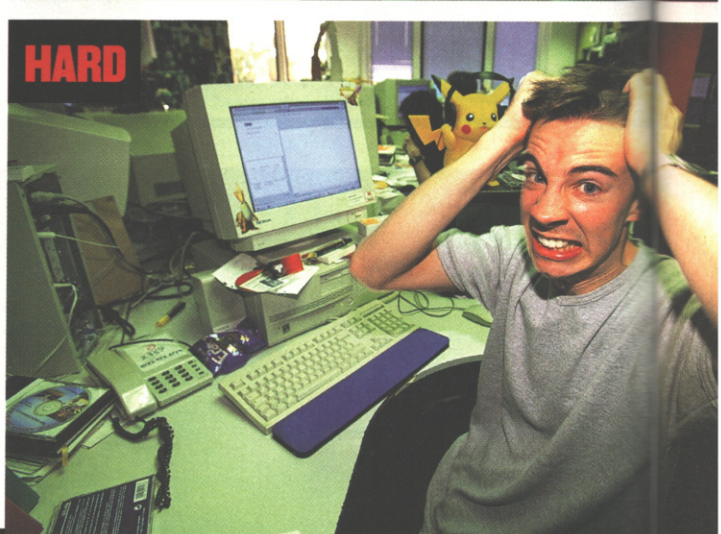
Take a gander at the fruits of Licky Lee's web-loins at http://diablo2hallsoffame.homestead.com/D2opener.html and if you reckon you can do better, why not try? Get your page up and running and mail the URL to lee.skittrell@ecm.emap.com, marked 'Fan Sites'. We'll print the addresses of the best ones.

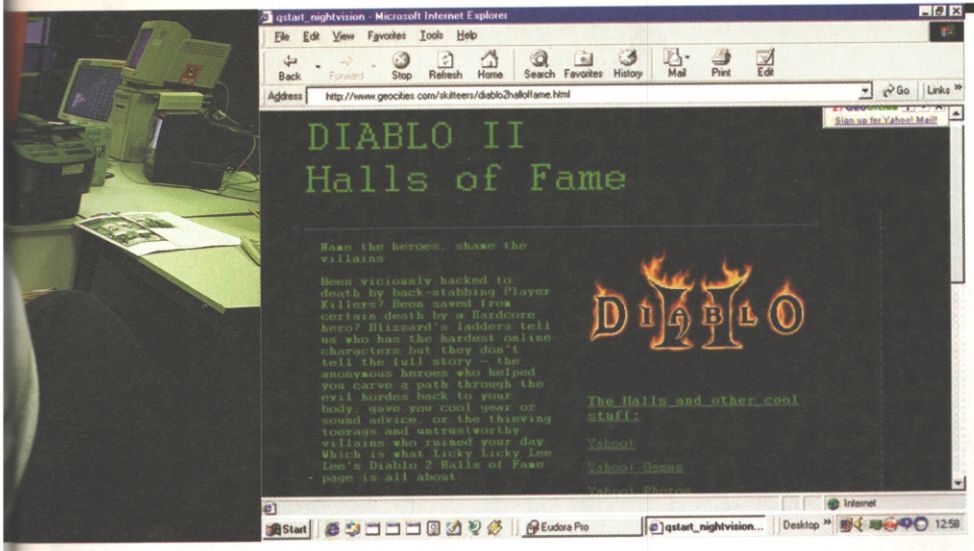
CVG RECKONS

For quick results, sites like geocities are perfect. But we reckon the homestead-style sites are the best bet as they offer a less restrictive and more satisfying web adventure. The only drawback is you need to be on-line to design your site, so check with the bill-payers first. But one good reason for getting to grips with HTML is you could end up making stacks of cash if you get hot at it - there's money to be made as a web designer.

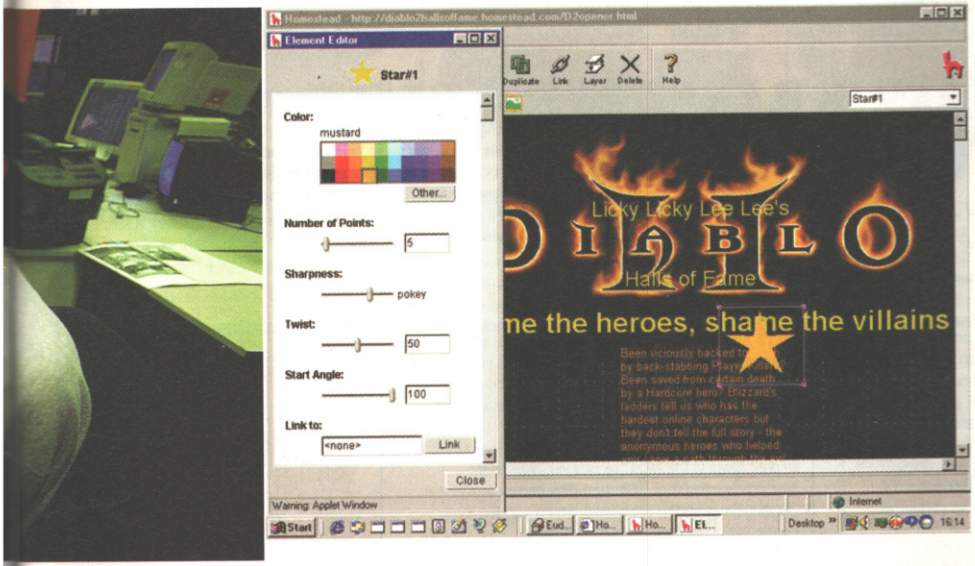




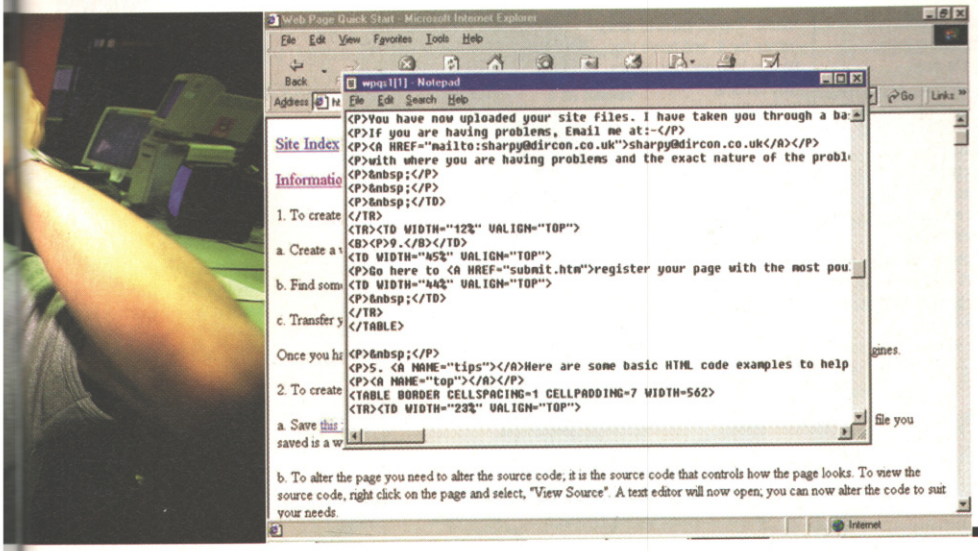




With Yahoo Geocities: After getting our text and pictures ready we went on-line and chose a template. Four steps later we had our own Diablo 2 page all ready to go. Make new pages and link them together for a proper site. Time: in 30 minutes we'd linked two pages together and were ready for more.



With homestead: After the tutorial we got cracking, shrinking images to fit and dragging text boxes like masters. You can stick loads of cool stuff like message boards on your site with Homestead but it's easy to get lost in all the sub-screens. Time: We just about had our first page done in the time limit, but clearly there was still much to do.



With kev.judge: It was clear that opting for the toughest HTML walkthru with no prior knowledge was a bit silly and at the end of the thirty minutes we were still struggling with the terms and commands in the tutorial. D'oh! Time: 30 minutes in and Lee was on the verge of a breakdown – Chubbsy made him a nice cuppa to calm his nerves.

computer and video GAMES

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Computer and Video Games uses DOLBY SURROUND to lay a thumping Smackdown one more time

emap active

CVG WORD SEARCH

HOW MANY CAN YOU SPOT?

Think you can spot a good game from a mile away? Then you need to pick up a pen and see how many of the hidden games related words you can find below. Words can be horizontal, vertical, diagonal or written right to left. There's no prize here but if you want, see if you can find them all within five minutes. Every time you spot a word that's in the list, mark it by drawing a ring all the way round it. There are 15 gaming words to find. Good luck.

WHAT YOU'RE LOOKING FOR...

DREAMCAST
MEGAMAN
TOCA
MAKENX
KIRBY
STRIDER
ISS
KISS
PIKACHU
VIBRI
UFC
PLASMA SWORD
SONIC
CHU CHU
DUKE NUKEM

Y	D	R	P	A	D	Y	A	N	A	G	E
C	H	U	O	W	S	A	M	S	A	L	P
S	T	M	C	H	U	C	I	F	P	X	S
M	N	F	E	K	U	N	E	T	U	D	R
R	E	D	I	R	T	S	S	I	X	I	V
O	K	G	U	N	U	A	Z	N	U	I	U
N	O	X	A	F	C	R	E	B	B	O	H
A	N	T	B	M	C	K	C	R	S	D	C
T	O	C	A	X	A	E	I	O	O	S	A
C	P	E	O	M	C	N	A	A	N	N	K
A	R	B	F	N	V	S	U	P	I	A	I
D	D	K	I	R	B	Y	D	S	C	K	P

VIRTUAL INSANITY!

VIRTUAL REALITY IN GAMING – HOW FAR HAS IT COME?

WORDS**DEAN SCOTT** PICS**KENNY P**

IN THE IN THE early 90s, Virtual Reality was the future of videogames. You strapped on a bulky headset, slipped your hand into a sweaty glove and jerked around an angular world. If the crapness of the game didn't make you vomit, motion sickness and a migrane brought on by lots of bright polygons almost certainly did. We were promised home versions, but it never really happened. Till now. So should you bolt granny up for £1000 for Z-Net's new gear, or would you be better sticking to a six-year-old £40 Virtual Boy?

Z-NET'S INTERSENSE VR SOLUTION

FACTS It costs a grand, but you get a some nifty VR glasses and a motion sensor. The latter means instead of mouse-looking in games like *Quake 3 Arena*, you can actually look with your head. The VR glasses project a screen in front of your eyes, and can be used on PC and console games. Check out www.z-net.co.uk or call 01425 629888.

VERDICT In practice, it's not great. The resolution on the i-glasses is less than TV quality, making it tricky to read the Windows menu text to get your game running. You need a 3D card with a TV-OUT capability to use it, so check that first. We started *Half Life*, and once we'd got used to the grainy resolution, we were seeing things we'd never spotted before during the rolling intro sequence. Using the head tracker in-game is trickier, as you have to make subtle head movements to line up a baddie in your sights. In *Quake III* it's pointless: the sensor can't track fast enough to keep up with the action, and you can't turn 360 without garroting yourself on wire. Most disappointingly, it's not 3D. The effect is like watching a big TV close up. On a more sedate paced exploring game (like *Pokemon Snap*) it'd work well, but for FPS games you'll quickly head back to the mouse. The S-VIDEO connector on the glasses means you can hook up to a console, but the movement sensor becomes redundant as it's controlled by your PC.

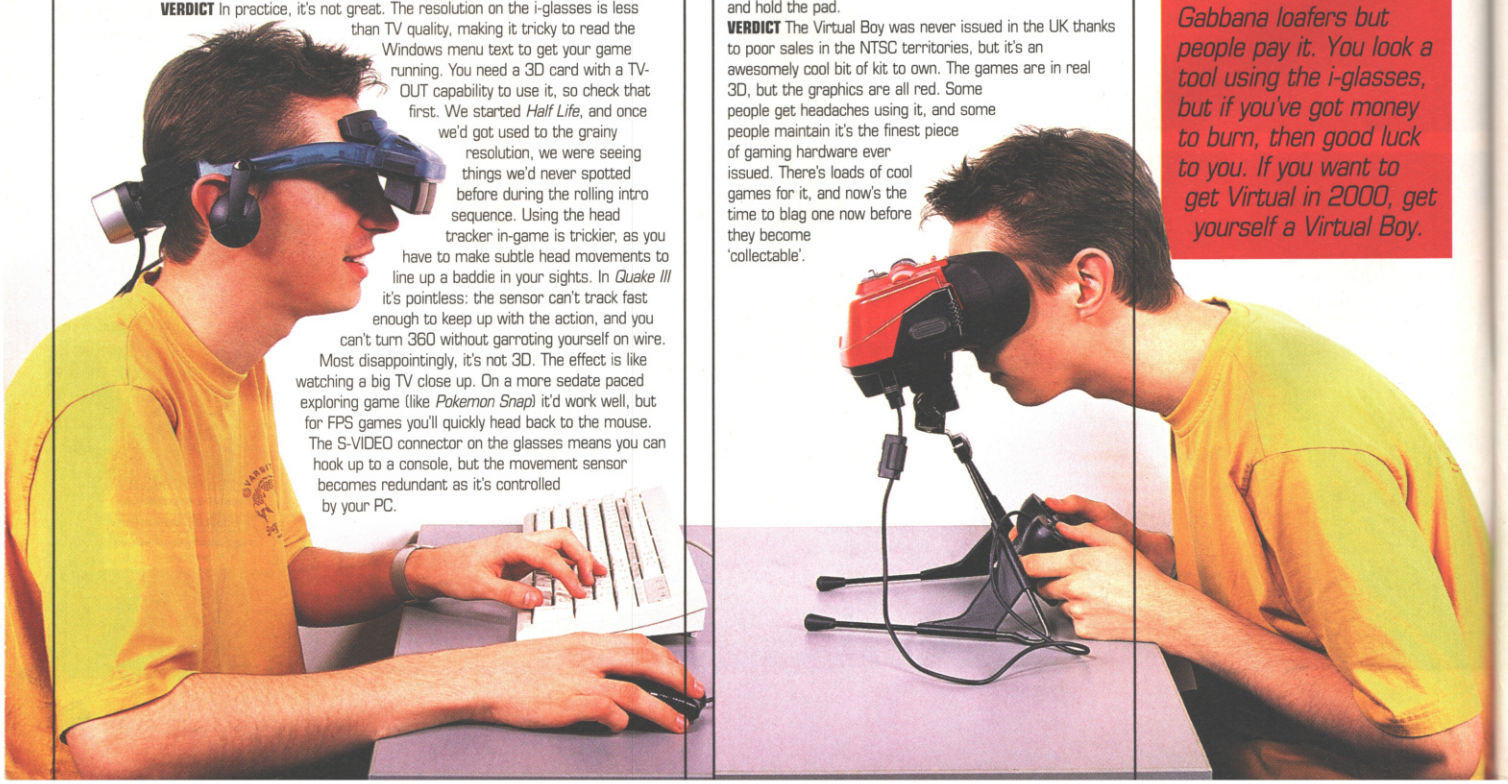
NINTENDO VIRTUAL BOY

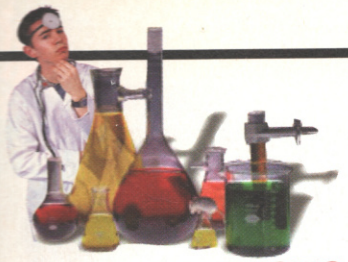
FACTS 'Affordable' home VR has been done before, and by Nintendo no less. We picked one up for $20 in the US, but they spring up on eBay all the time for around £40. It sits on a desk, and you look into the battery-powered headset and hold the pad.

VERDICT The Virtual Boy was never issued in the UK thanks to poor sales in the NTSC territories, but it's an awesomely cool bit of kit to own. The games are in real 3D, but the graphics are all red. Some people get headaches using it, and some people maintain it's the finest piece of gaming hardware ever issued. There's loads of cool games for it, and now's the time to blag one now before they become 'collectable'.

CVG RECKONS

The Intersense isn't worth a grand, but neither are Dolce and Gabbana loafers but people pay it. You look a tool using the i-glasses, but if you've got money to burn, then good luck to you. If you want to get Virtual in 2000, get yourself a Virtual Boy.





LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

While our Prof's lack of sporting ability meant ridicule during games class at school, he reigns supreme and can beat off all-comers at the Annual Eggheads' Product Testing Fayre. Champion three-years running, the Prof's looking to make it four by pushing this month's products to the limit. Grrr!

PALM PAD JUNIOR

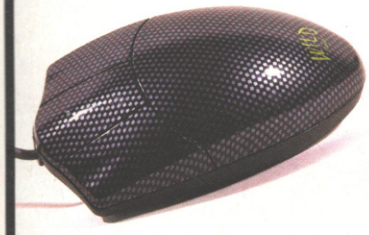
FOR: PLAYSTATION **£12.99**

Ultra-compact digital pad with lovely dual-shock rumblings. This thing's tiny, making it perfect for players with diddy hands. The positioning of the shoulder buttons is ace but those of us with bigger digits will fumble. ★★★

XPLODER GB

FOR:GAME BOY/POCKET/COLOR **£24.99**

This cheat cartridge is packed with codes for over 200 games from *A Bug's Life* to *Zelda*. Cheats for Pokémon include infinite health and the 151st Pokémon. You can also get new codes from the Net and a special hotline. ★★★★★



WILD MOUSE

FOR: PC **£12.99**

Add a little style and finesse to your drab beige PC. The middle button of the three is raised slightly and doesn't snuggle up to your fingertips like the other two. It's got a nice weighty feel and is comfortable. ★★★★

GAME BOY ACTION PACK

FOR: GAME BOY POCKET/COLOR **£19.99**

This bargain kit includes a power adapter, rechargeable battery unit, link cable, light and magnifier unit and a protective wallet. Quality-wise it's all good too – especially the magnifying screen and light combo. Great stuff. ★★★★★

CYBER MOUSE

FOR: PC **£7.99**

This two-buttoned black number is smaller than your average mouse and fits snugly against the top of your palm. Good for precision mouse work but not so great for great big *Quake 3* lunges, as the weight of your hand rests on the desk. ★★★

PLANET CVG

■ X-BOX Nasty FPS *Soldier of Fortune* is set to receive the sequel treatment from Raven, only this time it will appear on X-Box before being ported to PC. Expect an even more realistic blood-fest

■ **PC Get your glue out, those Airfix models of yesteryear are due to make a comeback on the PC in the shape of fight and flight game, *Airfix Dogfighter*. Hope the game instructions will make more sense than the model ones do.**

■ MOVIES Sarah Michelle Gellar, of Buffy fame, is the latest name to be whispered in connection with the *Resident Evil* movie. We already love it.

■ **PLAYSTATION 2 *Eternal Ring*, a game we gave one star to when we reviewed the Japanese version at the launch of the PS2 is going to be tarted up and improved for its Western release. Nice to see them listening to us.**

■ DREAMCAST Monster on-line RPG *Phantasy Star On-line* has slipped until sometime early next year. Maybe that'll give Sega time to sort their modems and on-line gaming out.

■ **PLAYSTATION 2 If you're waiting for Lara, don't hold your breath. Although a date was never confirmed for the release of *Tomb Raider* on the PS2, it has slipped to be Christmas next year.**

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 On which platform is *Ultimate Fighting Championship* being released?
A PlayStation
B Dreamcast
C N64

2 How many stars did we score *ISS 2000*?
A 3
B 4
C 5

3 How many copies of *Pokémon Yellow* were sold in the UK in the first week of release?
A 18,000
B 80,000
C 88,000

4 In *Vib Ribbon*, Vibri starts out as
A A bunny
B A worm
C An angel

5 What colour is puffball Kirby in his crazy new N64 platformer?
A Orange
B Pink
C Purple

6 Who do you rescue in *Chase The Express*?
A An Admiral
B An Ambassador
C An Alien

7 In which game do you collect three coloured gems to turn into a Ragin Super Being?
A *Deus Ex*
B *Parasite Eve 2*
C *Powerstone 2*

8 When will *Hey You Pikachu* on the N64 be released in the UK?
A August
B September
C October

9 What's the code name of the agent you play in *Deus Ex*?
A JK Tanner
B JC Denton
C BS Rimmer

10 Which game does this top screenshot come from?
A *Virtua Tennis*
B *Plasma Sword*
C *ISS 2000*

LAST MONTH'S ANSWERS

Wanna know if you mastered Issue 225's quiz? Check below to put yourself out of your misery. The winner's announced in the mag, so please ring us to ask. Ta very muchly.

1 B Tanner
2 A Musical instrument
3 B American football
4 C 16 years
5 C More than 20
6 A First-person shooter
7 A The Germans
8 A Wireless Application Protocol
9 A Black and white line graphics
10 A *Diablo 2*

The winner to Issue 224's quiz and #100 to blow on whatever he wants is...
Michael Mock, Norfolk

IT'S EASY TO ENTER

Post to us at: Win Some Money 226, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: September 13, 2000. So hurry up.

1 .....
2 .....
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NAME: ..... AGE: .....

ADDRESS: .....

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EMAIL ADDRESS: .....

EMAP Active Ltd may contact you about other offers, or pass your name address or e-mail to other reputable companies whose products and services may be of interest to you. Please tick this box if you do not wish to receive such offers ❑

GET THE BUZZ

FREE WITH THIS ISSUE OF COMPUTER AND VIDEO GAMES IS YOUR OWN BK BUZZ KARD. USE IT TO GET MONEY OFF LOADS OF COOL THINGS TO BUY IN THE HIGHSTREET.

WORDS **MATT HOWELL** PICS **BK**

WHAT'S THE DEAL?

It works like this: every time you go to Burger King take your Buzz kard with you and when you buy a Value Meal, flash your card at the person behind the counter and they'll give you one Buzz kredit. When you've got three Buzz kredits, you can get a whopping £2 off any CD priced £13.99 or more at HMV. How good a deal is that!

The more times you buy a Value Meal the more kredits you can build up, which you'll be able to use against all sorts of great offers in the near future. There's a stack of stuff coming, so keep your Buzz kard handy. Anyone aged 16 and under can use the Buzz kard and collect kredits.

If you want to find out what the latest buzz is, or get more details on the brilliant HMV money-off offer, log on at www.burgerking.co.uk. If you need another Buzz kard, or a friend wants one too, they can be found with this copy of CVG or at any participating Burger King Restaurant.

GET YOUR BK BUZZ KARD NOW

BUY ANY VALUE MEAL AND GET ONE KREDIT

COLLECT 3 KREDITS AND GET £2 OFF CDS AT HMV

WIN POKEMON FIGURES

You could win a complete sets of Burger King Pokémon toys, exclusively with CVG. Each set is highly collectible with 57 of your favourite Pokémon characters, and we've got ten sets to give away in a really easy-to-enter competition.

All you've got to do is got to the CVG website (www.computerandvideogames.com) and fill in a really quick-to-complete form. There's no difficult question to answer or slogan to come up with. It's that easy to enter, so give it a go now and you might be a winner!

new caribbean style
Sunny Delight
reach for the
new caribbean sun
and on you go

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

KNOW Y

GIMMICK MATCHES

So the traditional wrestling fan may not like them, but there's little that can match the excitement, or weirdness, of a full-on WWF gimmick match, like these...

The Casket Match. Slam your opponent into the coffin and beat him down until the coffin lid slams shut, then you're the winner. Slightly more disturbing is you can also use the coffin as a weapon

Outside
it. Or ev
straight

SMACKDOWN 2 DELIVERS THE PEOPLE'S ELBOW TO THE CHRISTMAS CHARTS

WORDS **LES ELLIS** SCREENSHOTS **SUNIT DAVDA & LES ELLIS**

YOUR ROLE

Outside the ring or in, you can pick up a table and hit someone with it. Or even better, set it, throw your opponent on top and smash him straight through it. Looks painful, and probably is

The Ladder Match. Climb up to grab the belt, but make sure you inflict as much damage as you can by battering your poor opponent, knocking him off the top or jumping from it and landing on him.

WWF SMACKDOWN 2: KNOW YOUR ROLE

OUT **NOVEMBER** PLATFORM **PLAYSTATION**

"Oh my God. I've just pulled off a Swanton Bomb from the top of a ladder on to Rikishi when I played as Jeff Hardy." Not bad. But it gets better. In the next game we managed to put Trish Stratus through a table with Bubba Ray Dudley. All that's left now is for another classic Iron Man match between The Rock and Triple H. Yup, *Smackdown 2* allows for that as well. This carries on where the first record breaking game left off, bringing the definitive wrestling experience to the PlayStation maybe just in time to prevent Lara Croft from ruling the charts again this coming Christmas.

LOTTA ROSTER

The list of characters is bang up to date, with the likes of Tazz, Rikishi, Perry Saturn, Chris Benoit, Eddy Guerrero, Crash Holly, Bull Buchanon, Dean Malenko, Essa Rios, Funaki, Grandmaster Sexay, Scotty Too Hotty, Cat, Kurt Angle, Lita, Michael Cole, Taka Michinoku and Trish Straus joining the existing ranks of superstars. Rock, Kane, Undertaker, Triple H and the supporting cast bring the number of wrestlers to over 60.

Then you've got a full complement of hidden characters to unlock via the Career mode where the more seasons you complete, the more hidden people you find. That adds up to a lot of wrestlers.

MATCH THIS

More matches than a box of Swan Vestas. That's *Smackdown 2*. The classic brutal Hell in a Cell matches made famous by The Undertaker, Triple H and Mankind can be recreated as well as the always popular ladder matches. The aim here is to grab the belt hanging above the ring by climbing the ladder.

There's nothing in the rules that says you can't use the ladder as a weapon, so you can swing it in your opponent's face, knock him off the top and jump on him from on high in

your quest for the gold. This has to be one of the most exciting and dangerous matches in the WWF - as the Hardy Boyz have proved. But there's more.

The Cage matches and I Quit matches from the original have been joined by the Casket match where you win by locking your opponent into a coffin, and the Iron Match where the winner is the one who scores the most decisions in 60 minutes. Oh, and did we mention the Table match, where a standard item of dining room furniture becomes a match winning weapon - put your opponent through it and you win.

THRILLAKILLA

With all the new match up options, developers Yukes have obviously been doing their homework to see what the most exciting moments of WWF TV and PPV events are.

This also applies to the moves. As well as all the characters doing their signature moves you will see classic double team moments, like when Matt Hardy kneels down so his tag team partner can use him as a launch pad for a devastating kick.

Nice, but can it really match two wrestlers slugging it out on top of a ladder, one of them being knocked off and the other slamming down on his face from ten feet above him? Or even one guy flying off the top turnbuckle to push someone off a ladder as they're about to grab a belt? Wrestling just doesn't get more exiting than this.

SHOWER WITH STRATUS

Sharing a ring with The Rock may be every kid's dream, but wouldn't you rather spend some time in a shower with WWF stunners like Trish Stratus or Terri? Well thanks to an expanded range of fighting areas you can. As well as the arenas from the Raw and Smackdown TV shows you can fight backstage in a lobby, a corridor, a basement, a plaza, a VIP room, the showers and a host more. Scrapping around the WWF New York restaurant leaves lots of scope for dirty tactics and the odd food fight – it can get very messy.

FIRST TRUE WRESTLING SEQUEL

While all wrestling games that have gone before in the WCW or ECW range, or even the WWF games from Attitude and before, were second rate follow-ups with just a few new characters or ring designs to tell them apart, Yukes have done a lot more with this sequel. The graphical detail is pushing the PlayStation even further.

Remember when you first saw the *Smackdown* pictures and couldn't believe how the PlayStation could do it. See *Smackdown 2* moving and you'll have that same disbelief again. The control system, while remaining faithful to the original feels more fluid and dare we say it, the action is even faster than before.

THAT DAMN GOOD

WWF Smackdown took wrestling games out of a niche market and made it a mainstream best seller, smashing all previous records and becoming the fifth fastest selling game of all time.

This sequel is going to do even better with all the improvements and even the most cynical anti-wrestling gamers will find it hard to ignore just how much fun this is to play. It kinda makes the current kings of beat 'em ups like *Tekken* and *Street Fighter* look out of touch with what gamers want - not that hardcore gamers could ever admit that to themselves.

OUT WHEN?

With its November release to coincide with the onslaught of wrestling related memorabilia this Christmas, we reckon *WWF Smackdown 2: Know Your Role* will smash the traditional Christmas number ones like *Tomb Raider* and *FIFA* off the top of the charts and slam them down to the lower rankings.

Perry Saturn tries to rip off D'Lo's arm in the basement. Somebody feed him for God's sake

This may not be the softest landing he's ever had, but this is the mighty WWF we're talking about

Gangrel suffers the Hurricanrana from the top turnbuckle from Essa Rios. I could think of nicer ways to die

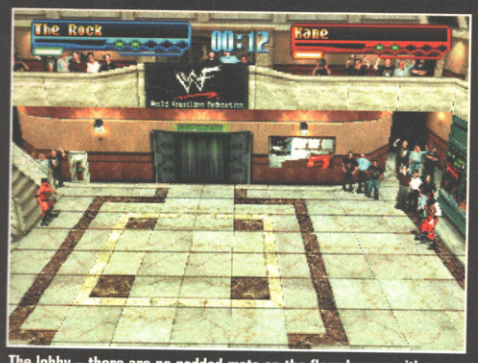
Gangrel's armpit of death move was famed throughout the wrestling world. What will they come up with next?

This has to be the stupidest move in the business, the People's Elbow as seen expertly performed right here

Please send your caption competition entries to: 'Two blokes get it on by the pool' at the usual address

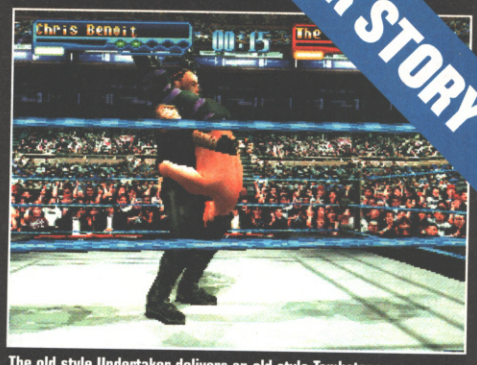
> "There's nothing in the rules that says you can't use the ladder as a weapon"

The Rock sets Kane up for one of his trademark moves. You just know what's going to happen next

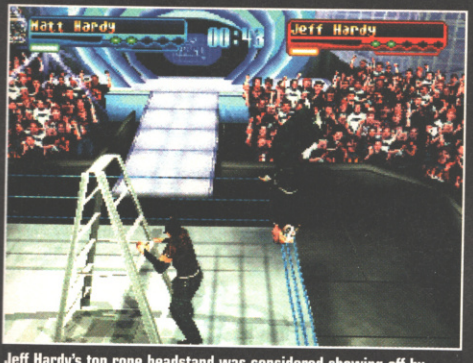


The lobby – there are no padded mats on the floor here, so it's going to hurt

Try this on your brother and see if it hurts. But don't come running to us when you break his back

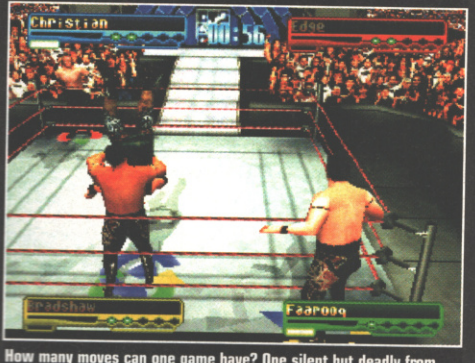


The old style Undertaker delivers an old style Tombstone on poor old Chris Benoit



Jeff Hardy's top rope headstand was considered showing off by many fans

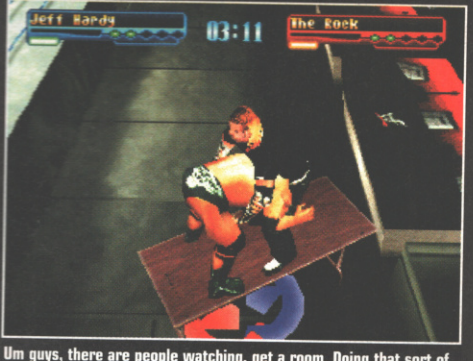
Triple H pedigrees commentator Michael Cole in the VIP room ignore the bug, Yukes are fixing it



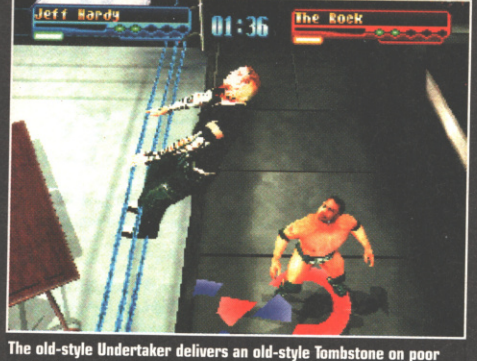
How many moves can one game have? One silent but deadly from Christian now and Farooq is history

Scotty Two Hotty gets the dream match up with Trish Stratus in the shower nice underwear Trish

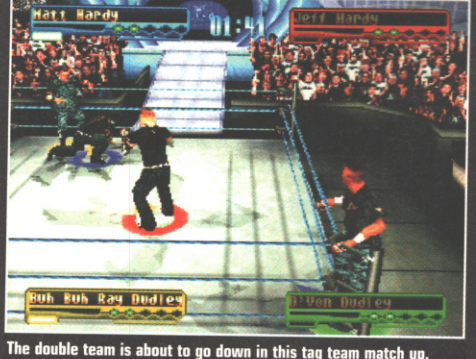
The synchronised falling off a ladder would be considered for an Olympic event – so long as the Americans were good at it



Um guys, there are people watching, get a room. Doing that sort of thing in public just ain't on



The old-style Undertaker delivers an old-style Tombstone on poor old Chris Benoit. Old-style pain coming up



The double team is about to go down in this tag team match up. Who will you have on your side?

CVG RECKONS

Lays the smackdown on all that have gone before. Know Your Role *piledrives all challengers through a flaming table from the top of a ladder. It really is that damn good. You'll love it.*

END

WWF ROYAL RUMBLE

OUT **OCTOBER** *FORMAT* **DREAMCAST**

While we're bringing you news on all things WWF, we've got our hands on the latest version of *Royal Rumble*. The wrestler roster is now complete – choose from D'Lo Brown, Chris Jericho, Godfather, Kane, Rikishi, Edge, Stone Cold Steve Austin, Mankind, The Rock, Tazz, Kurt Angle, The Undertaker, Triple H, Big Show, Road Dogg, X-Pac, Al Snow, Matt Hardy and Jeff Hardy.

TWO'S COMPANY

Although you get to pick a team mate, this is not a tag team game. After you select a partner, you get to choose which set of interference moves you can use during the fight. These can vary from your mate throwing a weapon to you, to him running in and inflicting a special finisher on your opponent. In one-player you can choose an Exhibition game where you have to win ten matches to get the WWF Championship belt, or the Royal Rumble where it's you against the entire WWF roster. It's here where the graphics really start to show off what they can do as up to nine characters rock the ring at once.

FOUR'S A CROWD

And as if it wasn't enough being able to have characters interfere on your behalf, you never know when someone in the locker room is going to get it in his head to interrupt the ruckus and attack someone randomly. Throw in an awesome four-player mode where somehow they've managed to keep the speed up to top whack and you have a game which is going to attract lots of attention to the Dreamcast. It's just like watching a WWF TV show for real.

THE ROCK COMES BACK TO DREAMCAST

STUNNING CONVERSION OF GREAT WWF COIN-OP FOR DC

WORDS & SCREENSHOTS **LES ELLIS**

CVG RECKONS

If you needed a reason to buy a Dreamcast, this could be it. Royal Rumble *is looking better every day and will give DC owners something to shout about.*

END

LAYING THE SMACKDOWN

WWF: THE NEXT GENERATION

THQ have got the WWF license for ten years so we can expect plenty more sweaty action on machines that make the moves look so realistic they actually hurt to watch. Here's what we know, and what we reckon. One things for sure: WWF fans are in for some proper treats over the next year or so.

ARCADE: *WWF Royal Rumble* not just on the DC but also a full-on arcade machine in a couple of months. Expect it to look the same as the DC game.

PC: The Americans are getting a Magic the Gathering card game style WWF affair, where you use cards to plan the fights in advance. It works surprisingly well but THQ don't know whether we will see it in the UK.

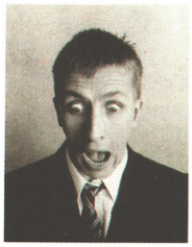
PLAYSTATION 2: No name yet, but could well be *Smackdown*. A release is set for the summer of next year and it will be developed by Yukes. No pictures yet but stay tuned, you'll see them here first.

DOLPHIN: THQ will publish games on Dolphin based on all their major licenses, including the mighty WWF. This will look so good it will make your eyes become vapour.

GAME BOY ADVANCE: Plenty of opportunities here for network games via mobile phones. The game will happen for sure, although online options haven't been confirmed at this point. We'll keep you posted.

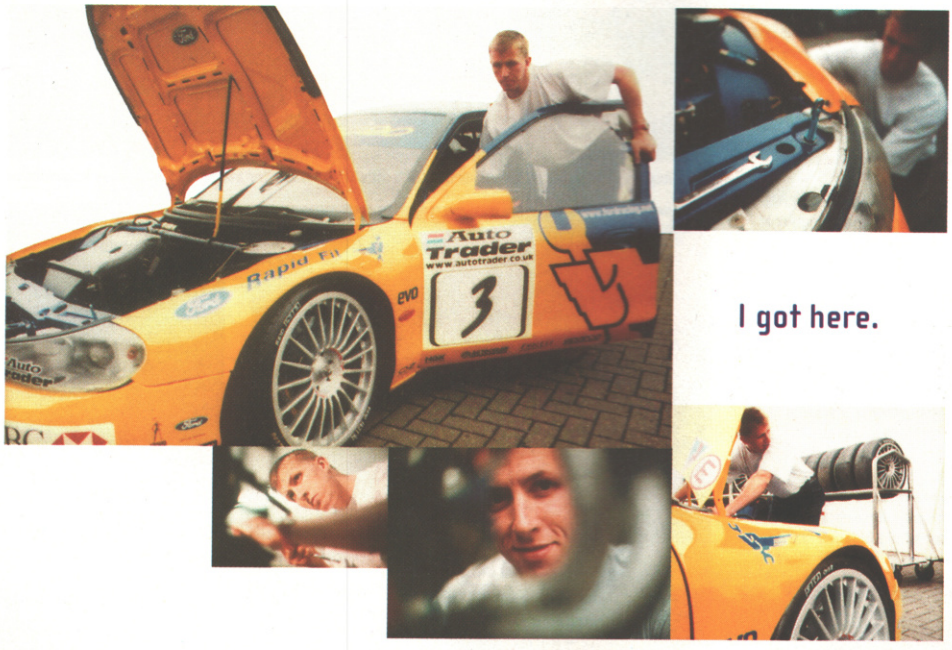
X-BOX: Oh hell, why not! Microsoft's powerhouse machine will doubtless make the graphics look even better than the real thing. Just a shame we've got to wait for it.

PLAYSTATION 3: Okay, so this may be guesswork now but voice interaction with your wrestler could be an option and fireworks will pour out of your machine during the entrance videos. Imagine that, if you can.



No GCSEs, Mum went ballistic.

But after an apprenticeship
and a couple of jobs,



I got here.

To find out about Modern Apprenticeships or any other options after GCSEs call 0845 608 6087.

Don't quit now, things are about to get interesting. connexions D/EE Department for Education and Employment

CVG/01/H

DO YOU SMELL WHAT THE N64 IS COOKING?

SHOW NO MERCY

WORDS **LES ELLIS** SCREENSHOTS **TIM MEDHURST**

Kurt Angle's pick-pocketing technique needed a little work. Watch for him to feud with Triple H over the next few months on TV

WWF NO MERCY

OUT **OCTOBER** *PLATFORM* **N64/GBC**

Right now you could probably sell a dog turd if it had the WWF logo on it. Everything that involves the grappling ones seems to turn to gold – TV spectaculars, merchandise, restaurants, you name it. And judging by the crowds that turned out for their last UK appearance, that popularity isn't going to fade in a hurry. *Smackdown* was one of the fastest selling PlayStation games of all time and now THQ are aiming to do the same on N64, with *WWF No Mercy* picking up where the 85,000 copy selling *Wrestlemania 2000* left off. And with the surprises that have been thrown in, this could be the finest N64 wrestlefest yet.

POWERBOMB

Over 65 WWF superstars are crammed in and though only the big names were finished when we saw it, the quality was shining through. The characters are more defined than ever with amazing attention to detail – even the muscles are right. We could have sworn we saw the Rock raise an eyebrow in a fight. And the extra animation in the moves makes them look more realistic than ever. The Rock Bottom, People's Elbow and jumping DDT sequence has never looked so good. There are even moves in here that they didn't get in *Smackdown*. Seeing someone having their eyes raked along the top ropes is enough to make your own water.

LOVELY MOVER

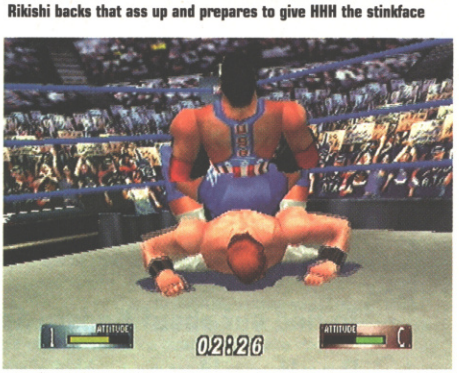
All the moves you'd expect of your favourite WWF stars are in here, looking as painful as ever, so Undertaker fans will get to Tombstone people while Stone Cold fans will find the

Double teamwork is possible as Angle and Benoit demonstrate here

Rikishi backs that ass up and prepares to give HHH the stinkface

The Rock only needs squeeze out a smelly one and the fight is his

Replays show off the more brutal moves, like this Rikishi slam



Extreme measures are needed when you run out of toilet paper

Former ECW champ Tazz is included in this update

Angle drops Rikishi on his knee as Triple H looks on

When the special indicator flashes, it's time to do your finisher

The action really hots up with multiple wrestlers taking each other on

They've really pushed the N64 to its limits to get this level of graphical detail

The intro sequences come close to rivalling the spot-on intros from ***Smackdown***

Left: weapons are a common sight in wrestling rings now, including ladders

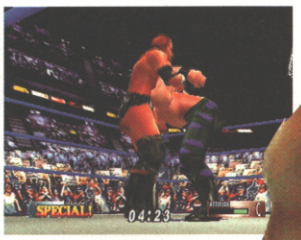
Stunner the perfect way to finish a fight. As before though, you have to build up move-gauges to be able to pull off these finishers. This is a case of doing as many different combinations of moves as possible to keep the crowd happy and your opponent on the floor. Once the gauge flashes, you get the chance to finish in style and gloat over your opponent. In multiplayer mode, this has to be the most satisfying way of lording it over your mates.

COLLECT 'EM ALL

The expanded character roster features the usual suspects while the WWF's new faces like Tazz, newly crowned King of the Ring Kurt Angle, plus ever-popular dancing fatboy Rikishi get their debuts. But the most exciting new feature isn't a character or a set of moves, it's the Game Boy Color. Using the Transfer Pak, you can download information from the N64 game to the GBC version, then play it while you're away and transfer it back to the N64 game to open up some of its secrets. You can purchase items and upgrades for existing fighters, or even discover new hidden characters. Sod collecting Pokémon, go for WWF superstars instead. Of course, this means you have to buy two versions of the same game, but we reckon it'll be worth it if THQ stick enough secrets in here to find.

STAIRWAY TO HELL

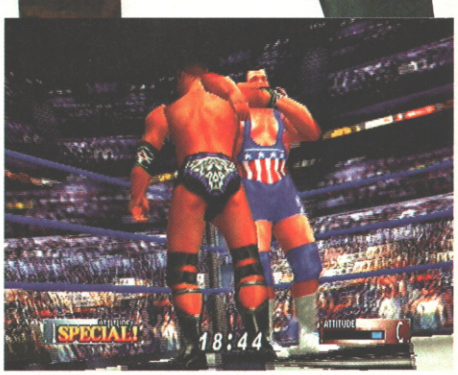
The improved graphics have also added some features to the Create-A-Wrestler mode, allowing you to customise them even more, and of course, you get the chance to take your freak into the ring to see how he or she fares against real WWF stars. One new idea the developers are working on right now is ladder matches. In these, you have to climb

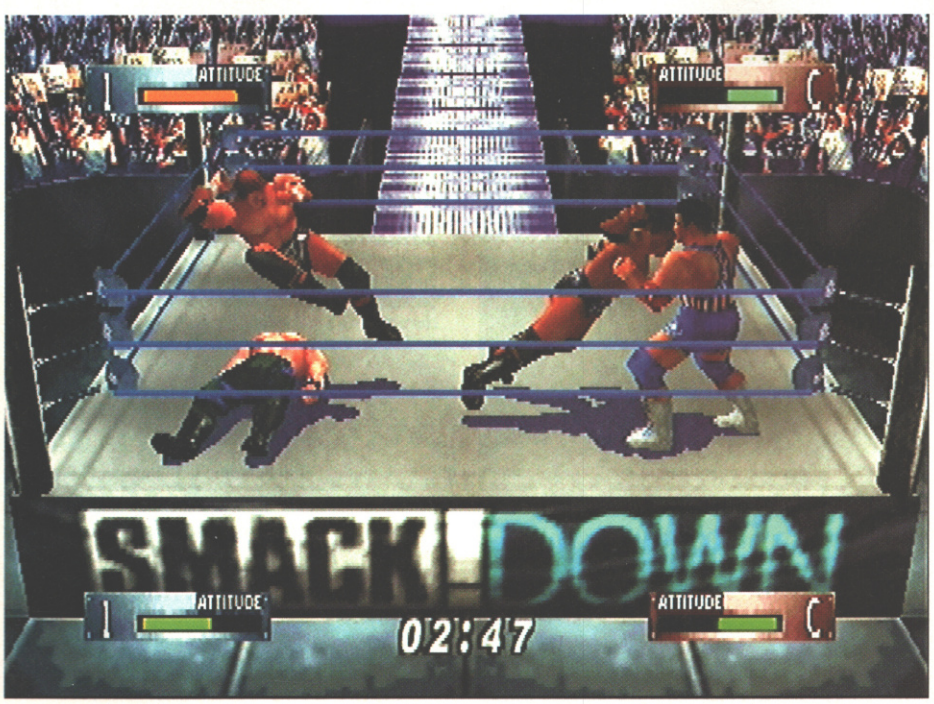


the ladder before your opponent to claim the belt. What we wanna know is if you can use the ladder as a weapon like they do in WWF matches. One thing is for certain though, the entrance music and animations are pretty much spot on. So choose Triple H and you get his music, his roar, and his gobbing at the crowd from the ringside, while Kane does his exploding turnbuckle trick. And even though this doesn't have the advantage of a whole CD to fill up with sound effects, the sonics are an absolute treat.

THE BOTTOM LINE

THQ have managed to squeeze that extra bit of juice out of the N64 to fit in enough different modes for you to get fully wrapped up in the WWF experience. Careers, PPVs, Create-A-Wrestler and the kind of gimmick matches you'd only see on one of the WWF's big PPV events await any lycra-clad Triple H wannabe. In short, it'll be bigger and better than *Wrestlemania 2000* and will at last give N64 owners a rival for the PlayStation's all conquering *WWF Smackdown*, which was the fifth fastest selling PlayStation game of all time. It's the definitive, and quite possibly the last, N64 WWF experience, and one fans of the WWF will be chomping at the bit for. So start practising your piledrivers now guys, because this will be huge. As far as four-player action goes, it's only the likes of *Mario Kart* that are on the same level as this for wantonly vindictive gameplay. Sure, you can co-operate as a team to take on opponents, but how long will it be before you're going one-on-one with a former partner to settle a grudge match? What with the Dreamcast's *Royal Rumble* arcade conversion and PlayStation's *Smackdown*, *WWF No Mercy* should complete a WWF hat-trick of blockbuster releases this year. If this doesn't establish the WWF videogame brand way above anything that Acclaim and EA have managed to come up with for ECW and WCW, then we don't know what will. WWF already has the TV wrestling niche sown up, and now looks set to finalise its domination of the games market too.

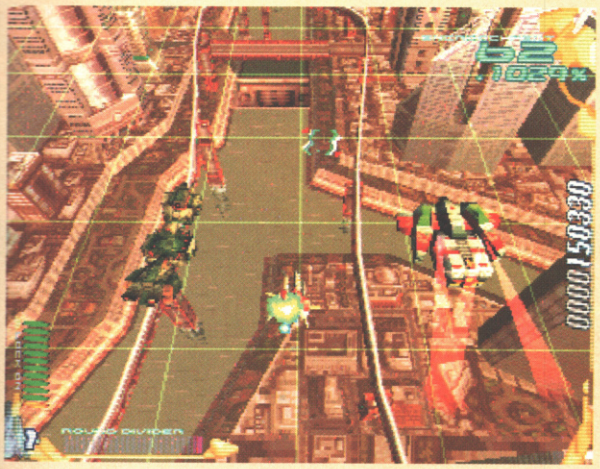




CVG RECKONS

Not a huge step on from WWFW2K, *but there are enough new features and improvements on the way to make you want to don the lycra one more time on N64.* Smackdown *blew every other wrestling game on the PlayStation into oblivion and* No Mercy *should do the same on N64.*

END



SCROLL ON

IF IT MOVES, KILL IT

WORDS & SCREENSHOTS **MAURA SUTTON**

RAY CRISIS

OUT **SEPTEMBER** *FORMAT* **PLAYSTATION**

Love them or loathe them, scrolling shoot 'em ups are a hardy breed. They should've made like the dinosaurs by now, but they're still with us and *Ray Crisis* is just the next in that dimensionally-challenged procession.

WAKE ME WHEN IT STOPS

We've played it for hours and so far the coolest thing about this is... the first boss you meet is called Sem-Slut. How we laughed for at least two seconds. Otherwise, we found little to get excited about. The graphics are garish and your tiny ship moves with the animation of cardboard cut-out. You try and amuse yourself by blasting missiles at enemy vessels but most of your bombs and lasers seem strangely ineffectual. The only really satisfying weapon is the Special Bomb, which obliterates everything on screen, causing some righteous explosions. The lasers and rockets are more like damp squibs in comparison. In Original mode, you pick your own levels to play from a limited selection, none of which are that amazing. Special mode is more exciting as you start with no lives or continues and pick them up as you progress. Other than that, there's not much more to indicate that *Ray Crisis* is anything more than just another 2D scroll in the dark.

CVG RECKONS

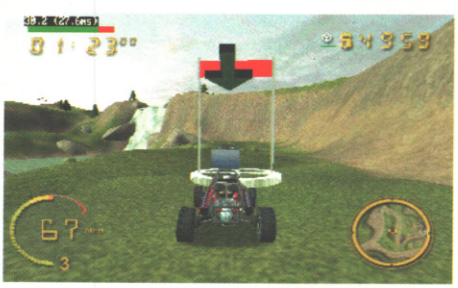
Set to be rather uninspiring, even for old skool scrolling shooter fans. Might do better waiting for Gradius *when PS2 launches in October.*

END

SMOKE THIS BANDIT

DON'T LET THIS DAMPEN YOUR HOPES FOR PS2

WORDS & SCREENSHOTS **MAURA SUTTON**



SMUGGLERS' RUN

OUT **TBC** *FORMAT* **PS2**

Some things in life you take for granted. Cans of cola contain cola, libraries feature books and Celine Dion albums will make you feel ill. And when you play a game on the World's Most Powerful Games Machine, you expect graphics and gameplay that exceed what's gone before. Sadly, *Smugglers' Run* looks pretty poor and has gameplay hardly more complex than Snap.

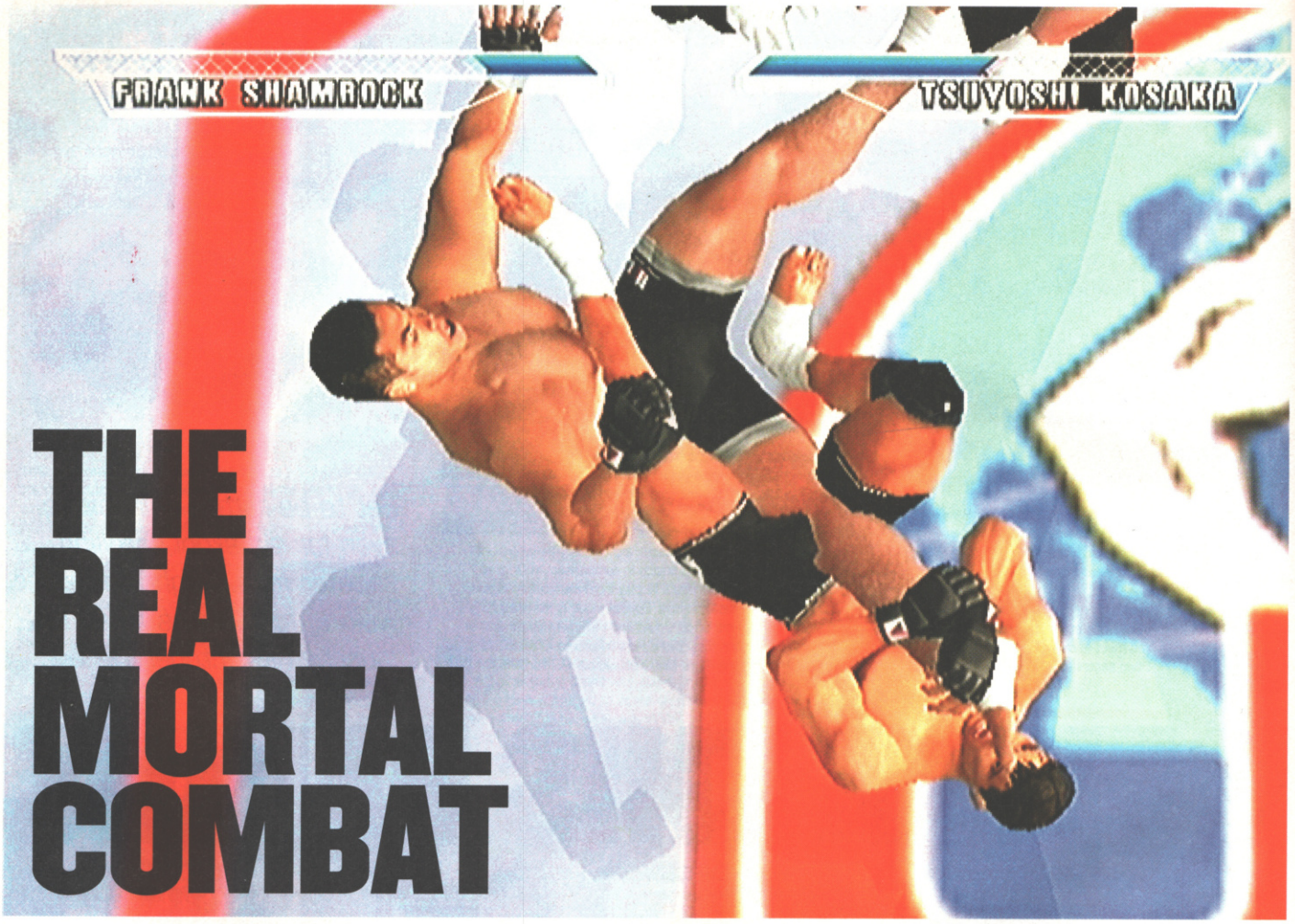
GET YOUR THINKING CAP ON

Thrash your all-terrain vehicle across a sprawling landscape, pick up boxes and deliver them somewhere else within a time limit. Hardly earth-shattering stuff. What makes up for this partly is that the levels are so big, appear reasonably solid and allow you free run over them. You might even find a cow or a person to run over. The visuals are presently around Voodoo2 level, and the car noises sound like a Flymo. More game modes should be ready for the game's release including a Versus mode, Time Trials and a game of car tag. At the moment, though, it's looking average. And if you've got high hopes for PS2 as well, you'll agree this isn't good enough.

CVG RECKONS

Not the standard we want from our PS2 software.

END



THE REAL MORTAL COMBAT

ULTIMATE FIGHTING CHAMPIONSHIP

OUT**OCTOBER** PLATFORM**DREAMCAST**

A sport so savagely brutal it's been banned in 49 American states. Wouldn't you want a piece of that action? Wrestling is all well and good, but you know it's fake. UFC is the real thing. Every year, a bunch of clearly insane hardnuts from all disciplines of fighting get together to sort out who is The Daddy in a frenzy of no-holds-barred combat. The only rule bans eye gouging – anything else goes. Anything. You pound the crap out of the other guy until he can fight no more. The winner leaves the octagonal ring on a high, the loser leaves on a stretcher. And in a month's time you'll be able to feel the brute force of UFC for yourself on the good old Dreamcast.

EAT MY FIST

The game is going to feature at least 22 fighters with the usual complement of hidden characters to be unlocked. Between them, this line-up of ultra-hard warriors can pull off some 3,000 moves. And there isn't a single punch, kick, slap or chop that doesn't make you wince as it lands home with sickening violence on your hapless opponent. It has to be said, even at this early stage, that the punch sound effects really are spot on, giving great satisfaction. As long as it's not you on the receiving end, that is. The action is fast and furious as *UFC* typically hardly ever goes more than a few rounds. So there's no time to think, just start swinging your fists and wait to pull off the more painful moves when you spot a gap in your opponent's defence.

PAIN IS YOUR FRIEND

But while sitting on your best mate's chest, firing fists into his unprotected face is rather fun, there's more to *UFC* than just that. The Create-a-Fighter and Training modes let you take your characters to previously unheard of levels of toughness. Then you can enter them in the championship and watch as they get their faces almost too realistically mashed by some martial arts freak. The six modes will make sure this lasts longer than the average wet Saturday afternoon that is the lifespan of some beat 'em-ups.

REALLY, REALLY REAL

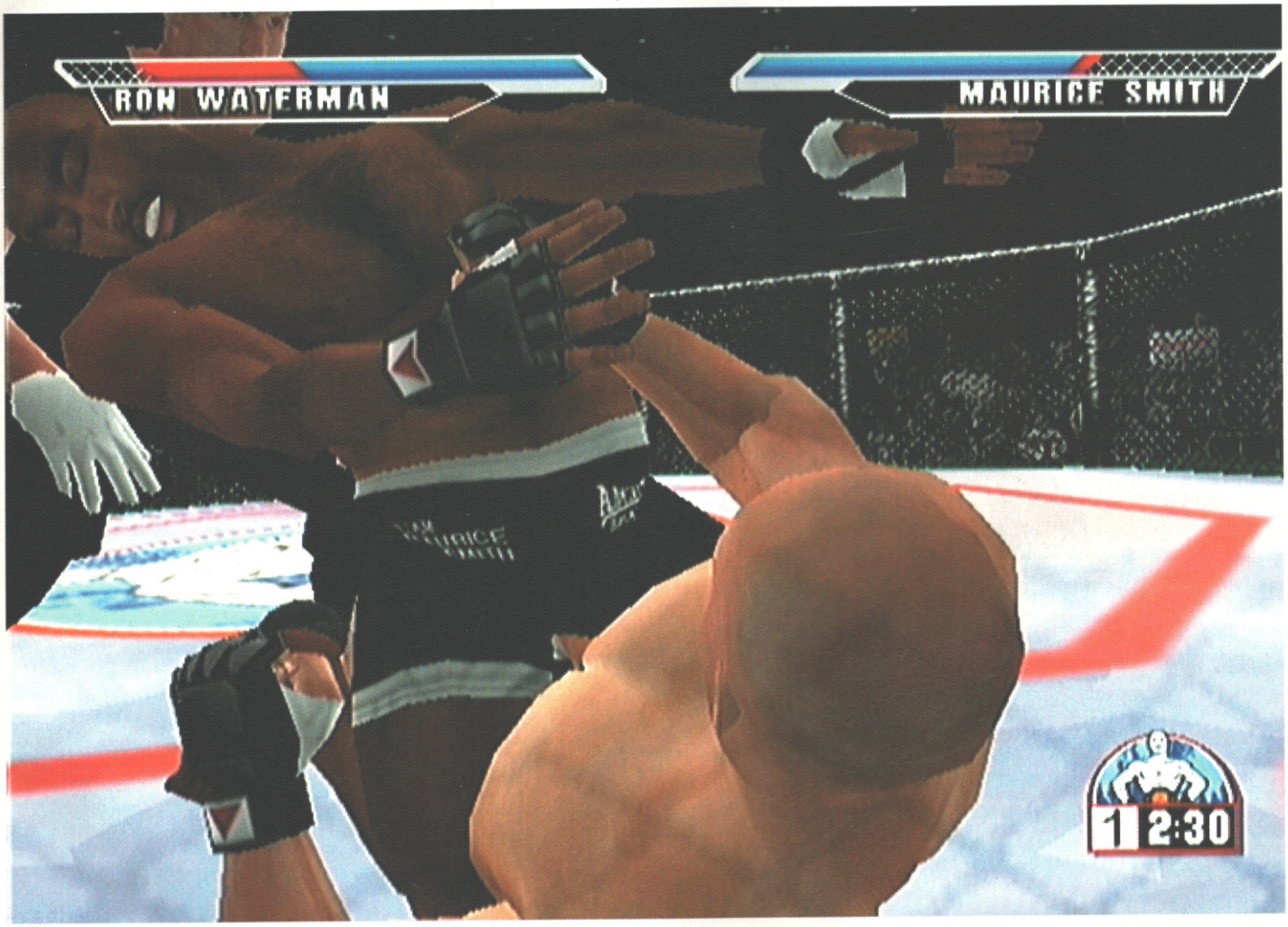
While *UFC* may lack the tactical fighting and magic special moves of the likes of hardcore fighters like *Street Fighter* and *Tekken*, it's the realistic touches that make it so appealing. The moves actually look like they hurt, rather than making your character fall down and get back to his feet as though nothing has happened. When you get hit in *UFC*, you sure as hell know about it. Fall down and some 14 stone freako is straight on you, pummelling your mug so hard even your dear old mother wouldn't recognise you. Rolling around on the floor in the knowledge that whoever ends up on top will start destroying the other's face sure beats exchanging fireballs until one of you misses the button combo.

BLEED BABY, BLEED

With the emphasis on realism, blood is going to play a big part in *UFC*. Punch anyone in the face and you'll notice that they bleed. Keep punching them and the red stuff keeps coming. Kick them in the head and watch as their nose splashes across their face. Playing *UFC* turns you into an utter virtual psycho. You want to see your opponent bleed, you want to kick them in the face, you want to loosen their teeth with a huge uppercut. Take the best of all the fighting styles you can think of, and a few you can't, and you have the most aptly named beat 'em-up yet.

FORGET WUSSY WRESTLING FAKES, THIS IS THE REAL THING

WORDS**LES ELLIS** SCREENSHOTS**TIM MEDHURST**



CVG RECKONS

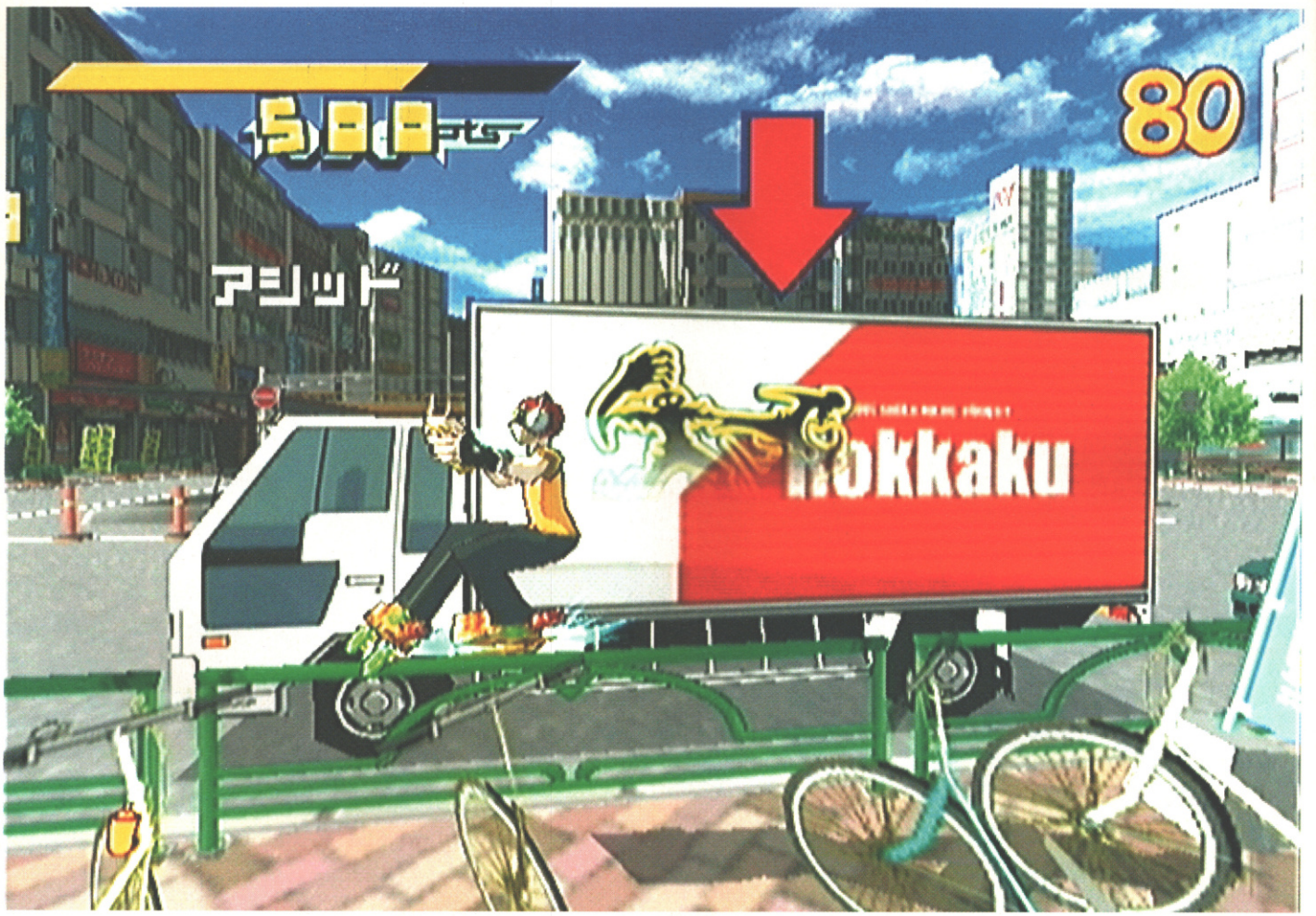
This could be one of the most satisfying beat 'em ups ever. Even without the profile of boxing and wrestling behind it, UFC *deserves to be a huge, bloody success.*

END

RADIO SENDS US GA GA

LOOK NO FURTHER THAN THE DC FOR THE MOST NEXT-GEN GAME OF 2000

WORDS & SCREENSHOTS **DEAN SCOTT**



JET SET RADIO

OUT **NOW (JAPAN) NOVEMBER (UK)** *FORMAT* **DREAMCAST**

A column of tanks comes thundering down the main neon-lit drag in the centre of Tokyo-to. Heavily armed commandos parachute down, their size ten army boots crushing shop-front fauna. A deadly Apache helicopter hovers overhead lighting up thousands of shocked faces with its menacing white searchlight. Police swarm everywhere, tear-gas fogs the view and tank shells rip holes in the road, cremating cars. The authorities will stop at nothing to find their quarry: you, a rollerblading graffiti artist. But for you the white noise of inner city Armageddon is all but drowned out by the pirate radio station being fed in through your ear goggles. That radio station is Jet Set Radio, and it's the funky soundtrack that keeps Tokyo-to's kids wired as they tag the city with their clan colours.

Get ready for some Looney Tunes. The sound effects, visuals and gameplay in here drag video gaming right up to the next level

TOON LOOKS

If this sounds cool already, wait until you see it in action. *Jet Set Radio* is the finest looking videogame ever made. And that's a pretty much unanimous view here at CVG. You've played games before that supposedly feature cartoon-quality graphics. We may even have recommended a few to you. But you could air this on the Cartoon Network and no-one would bat an eyelid. In pulling off this magnificent feat, it looks more 'next generation' than any game currently in CVG's library, and that includes every PS2 game to date.

FANTASTICALLY FLUID

Your character is animated with cartoon slickness and the game world is bright, densely populated and brilliantly decorated. The city features a fantastic, dimly-lit Chinatown section complete with hanging lanterns, while a kiddies'

playground has swings, a slide, a roundabout – the works. You can head down to the subways or rollerblade on teeming streets. Imagine *Crazy Taxi*-world, only twice as cool.

MOVE OVER TONY

It'd be easy to forget about gameplay in the face of such visual delicacies, but luckily Sega hasn't. Your blader is more manoeuvrable than the digital Tony Hawk, and the analogue stick is nice and responsive. You learn the skills in pre-level tutorials from other bladers. Finish a level and they become a selectable member of your crew. Your rollerblades are pretty sweet too in that they are partly powered by special red batteries. That means you can get a turbo boost making those red cells a crucial in-game pick-up.

TAG ATTACK

Before you can start spraying paint everywhere, you need to find some colours. Fortunately spray cans are everywhere and the bigger works of urban art will see you crack through a few. Arrows appear on the levels to tell you where to spray, and you do this by swirling the analog stick around following the on-screen instructions. The quicker you can crack through these patterns, the quicker you can be away before the law arrives. And arrive they will – in massive numbers, spearheaded by a fat Columbo lookalike with a pistol and a burning desire to send you right down.

SPRAY PAINT, DO TRICKS, STAY ALIVE

To finish levels you have to tag the indicated areas before the clock ticks down. Your health drops if you take a fall while grinding an electricity wire between two buildings, or if you get batoned, shot, gassed, or shelled by the pursuing heat. Riding into a speeding bus won't help either. Some tags need you to hang around doing a few arty strokes, whereas some just take a quick squirt on the move. It works fabulously as a game concept, and some outrageous crowd-pleasing tricks are in order to reach the later stages.

STILL ROCKS LONG TERM

That's not all there is to it either. Later levels require you win races around the city. And to do so you'll need to know the streets like the back of your hand so you can take shortcuts. There are boss battles with rival gangs and coppers where you have to douse someone in paint on the move – much harder than tagging a wall, let us tell you. It just goes on and on. We played the Japanese version for eight hours solid and didn't even seem close to cracking it.

BIGGER THAN DREAMCAST

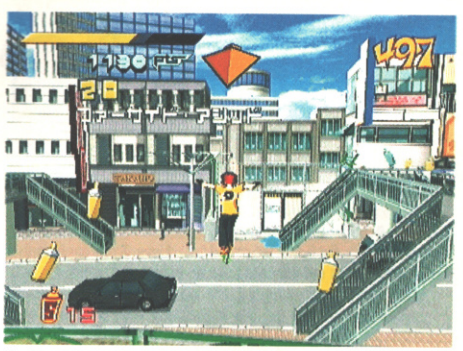
There's even a 'Tag Editor' that lets you design your own logo to be sprayed on the walls as you go about your business. All it lacks is a two-player option. But that shouldn't put import gamers off snapping it up right now. *Jet Set Radio* is looking like a definite Game Of The Year contender already, even if the DC isn't selling well enough to grant it the wide audience is deserves.

CVG RECKONS

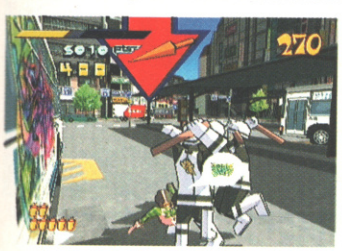
It's the best looking video game ever and amazing to play. It's a kind of magic. END

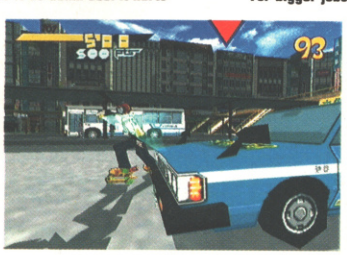
Shortcuts are everywhere but take a tumble and it'll hurt you plenty

The whole cartoon look of this game is so damn cool it hurts

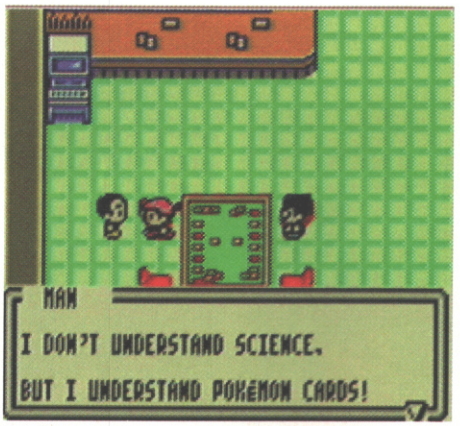


For bigger jobs you need to grab plenty of those yellow spray cans

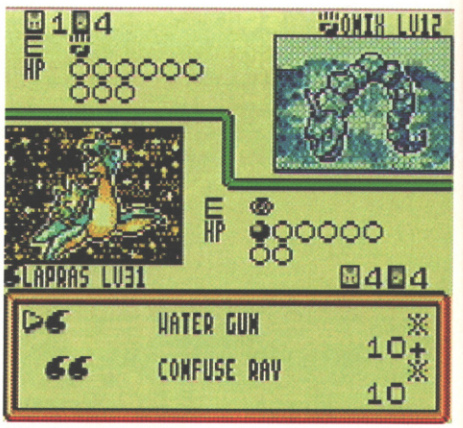




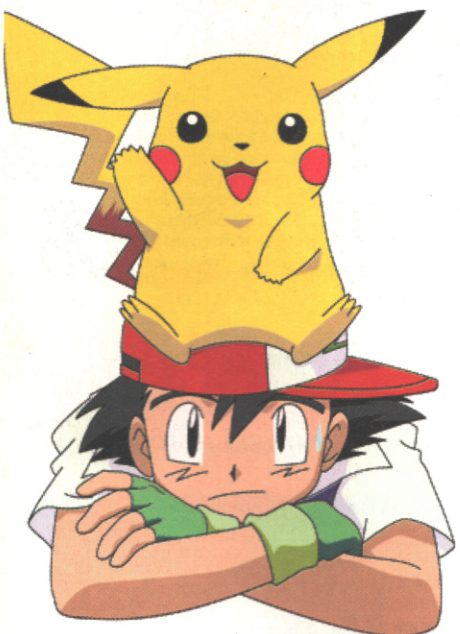
Here's the map where you choose where to trade cards next. There's no adventuring to be done between each club, though



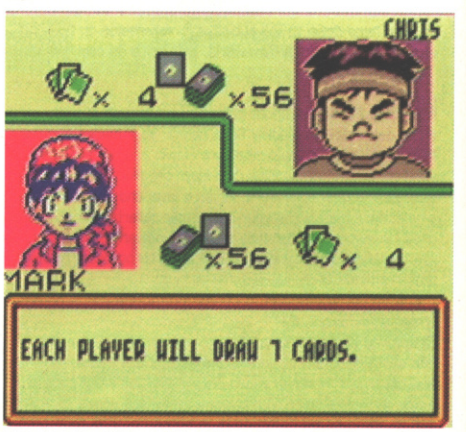
The various clubs may look the same but the members' cards and skill levels couldn't be more different



The battle graphics aren't exactly mind-numbing but they do offer plenty of detail and character



Go visit Ishihara for helpful *Pokémon* hints and tips when you keep getting beaten. Which will be often.



If you're a fan of the real-life Pokémon Trading Card Game you'll be able to practise your technique on Game Boy before battling for real

A POKE TOO FAR?

THE GAME OF THE CARD GAME OF THE GAME...

WORDS AND SCREENSHOTS **LEE SKITTRELL**

POKEMON TRADING CARD GAME

OUT **USA:NOW, UK:DEC** *FORMAT* **GAME BOY/COLOR**

American Pokémaniacs can now play the Wizards of the Coast Pokémon card game on their handheld machines. Trade cards and packs with friends or battle the in-game Pokémon masters.

CARD SHARP

The game involves everything that's made the Wizards of the Coast game so popular – from the intricate rules and booster packs, to the intense one-on-one battles. There's no huge quest here as in *Red*, *Blue* and *Yellow*. Instead you'll spend weeks playing and trading cards to create the ultimate deck to beat the game's eight masters. Battling the masters works like fighting the gym leaders in the other *Pokémon* games. Each master is especially proficient in one type of Pokémon, so you'll have to make sure you've collected and traded a broad selection of cards to stand a chance.

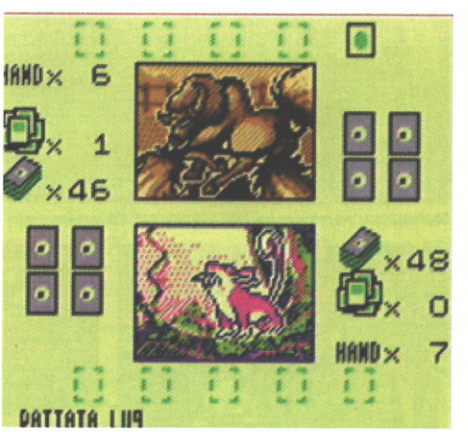
POINTLESS PLEASURE

Pokémon Trading Card Game offers everything the real-life card game does, but takes away the hassle of buying and trading all the cards and decks. One potential turn-off is that the game is hugely baffling for newbies. The tutorial mode will explain the game mechanics but it'll take a good few hours of losing before you fully get to grips with it. On the other hand, Wizards of the Coast veterans will know the score straight away. But the bottom line is that though this can be a lot of fun, the problem is that cash-in releases like this could undermine future *Pokémon* games that actually offer some originality.

CVG RECKONS

It's a pointless release, but it's Pokémon *and as good as ever. The merchandise bubble could burst before the game reaches our shores though...*

END



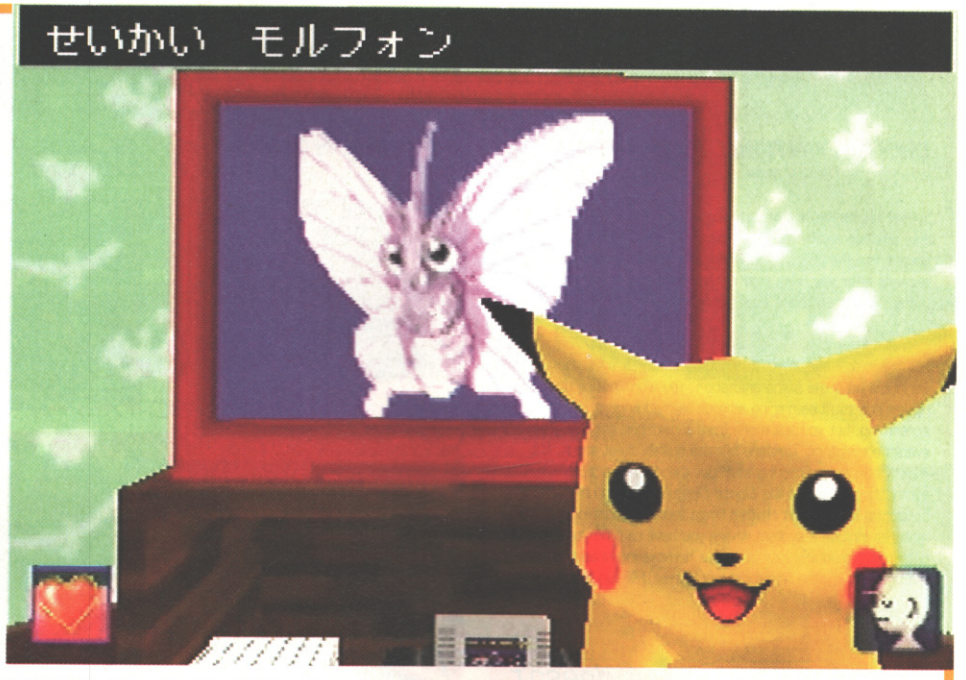
These drawings pop-up loads and show your Pokémon in fine detail

Pikachu must chop the melon with his stick, but he can't see a thing wearing this hat. Shout directions to help him out

The Caterpies are about to evolve into Butterfrees, but it seems they'd rather not. So Pikachu must help them out

Poor little Poliwag has lost its way home. It's down to Pikachu to lead the way. As you can see, Pikachu is very concerned

It isn't long until your Mum invites Pikachu to stay in the house. Just don't poopn on the polished floor little fella, alright?



TALK TO THE ANIMALS

NOW YOU CAN CHAT WITH YOUR FAVE POKEMON

WORDS AND SCREENSHOTS **PAUL DAVIES**

If Pikachu gets too happy, you can always deliberately upset him

Choose where to take Pikachu for the day's adventures

HEY YOU PIKACHU

OUT **SEPTEMBER** FORMAT **N64**

Bet you talk to your Pokémon toys in secret. Right? Well, now you can come out of the closet, because Nintendo has made it OK.

GIVE ME MY DUMMY

This is a breakthrough game: you talk to the guy on TV, and the guy on TV talks back. Thing is, the guy on TV is Pikachu, the cutest Pokémon of them all and he only understands baby talk. But, if you're in favour of sitting in front of the TV saying "it's a ball" and "apples are yummy", be our guest.

CHAT UP POKEMON

Not only does Pikachu talk back, he does stuff that you tell him to through a cute yellow microphone. Pikachu will uproot vegetables for a special soup and when he pulls up a carrot you can tell him "that will be nice" or "no, don't use that". He likes to go fishing, though he needs encouragement. When he gets a bite, be sure to shout "heave!". We enjoyed directing a blindfolded, stick-wielding Pikachu toward a watermelon. "A big turn to the right! Nooo, left! Turn around the other way!" and, finally, "Hit it!" The watermelon is smashed and pieces are shared between Pokémon friends.

CVG RECKONS

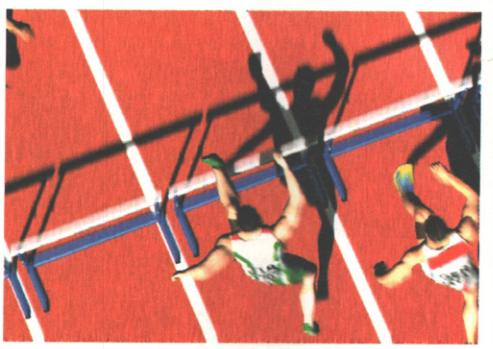
Clearly nursery school territory, but that hasn't stopped us having a laugh. If you've got a kid brother or sister, you'll have every excuse.

END

ARMCHAIR OLYMPIAD

BREAK YOUR SHINY BLACK PS2 PAD

WORDS & SCREENSHOTS **DEAN SCOTT**



ESPN INTERNATIONAL TRACK AND FIELD

OUT **OCTOBER** FORMAT **PS2**

School sports day is always a good laugh. You and your mates take position on the blocks and start hammering X and O like crazy when the pistol fires. The sweat pours, curses fly, and ten seconds later you raise your aching right arm in victory. No wait – that's *Track and Field*. Real life sprinting is heinous.

SLIGHTLY DISAPPOINTING

PS2's button basher has its faults. For starters, all the sprinters have the same animation. You won't notice until the replay 'cos you'll be glaring at your blurred fingers and screaming, but you ask more from a next-gen console. The events are vintage *T&F* fare bar the dullish skeet shoot. It's mostly button hammering stuff but the rhythm action gymnastics supports the *Dance Dance Revolution* mat and the horizontal bar will suit rhythm kings too. New running event features include a system where you have to time your start better and gradually increase your hammering speed for better momentum. It's the same old four-player *T&F* fun but it sure

CVG RECKONS

Great fun as ever but doesn't test PS2 in the graphics or gameplay department.

END

THE X FLIES

PS2 BOARDER BUSTS OUT SOME SEXY PHAT AIR

WORDS & SCREENSHOTS **DEAN SCOTT**

ESPN X GAMES SNOWBOARDING

OUT **OCTOBER** FORMAT **PS2**

Some hills are so steep you wouldn't even walk down them. But cover them in snow and strap a fibreglass plank on your feet and you'd probably attempt to snowboard down it at 100mph. Why not save life and limb and try PS2's upcoming boarder instead?

1080° MIGHT HAVE A RIVAL

N64 1080° Snowboarding is the only game at the moment that comes close to capturing the insane thrill of break-neck snowboarding in your home. Konami want to change all that come PS2 launch day. And *X Games* is looking cool: the winter sun glares across the ice and your boarder's clothing flaps in the wind as he throws himself off a sheer cliff. The tricks system mirrors the simplicity of *1080°*, and in minutes you'll be looking fly on the half-pipe and landing awesome aerials feet-first. It's quick too, and get practising spinning the sticks on your Dual Shock now since this is your route to 360's and beyond. Simply holding left in mid-air will produce a pathetically dull and rigid pose, and the booming in-game tunes will be drowned out by the mocking groans of your watching friends. Remember kids: flair is everything.

CVG RECKONS

PS1 never got a decent snowboard game, but X Games looks set to spare PS2 the same fate.

END

SAMURAI SUPREME

A NEXT-GEN HACK 'N' SLASH WITH THAT GOLDEN AXE SPIRIT

WORDS & SCREENSHOTS **DEAN SCOTT**

SEVEN BLADES

OUT **2001** FORMAT **PS2**

If a ninja ambushed you on a remote forest trail, nobody would blame you for removing his angry face with your razor-sharp katana. And as his body stumbled to earth, blood squirting like a fountain, you'd need to run his body through a few times just to make sure. A quick kick should make sure he's dead, and then you could move on. You're a samurai warrior, goddammit.

KONAMI'S HIDDEN GEM

Konami have got a hatful of PS2 games in development. Most of them you know about. *Seven Blades* you probably don't. If you stuck *Soul Calibur*, *Bushido Blade* and *Golden Axe* into a magical game-making pot you'd expect something special to come out. Trouble is, whoever mixed the DC brew got *Sword of the Berserk* and *Soul Fighter* which were both rank.

SEVENTH HEAVEN

The good news is *Seven Blades*, even early on, looks a far better attempt. The graphics are sorted, and the lead characters have radically different styles. The male hero likes to go toe-to-toe wielding seriously sharp metal, slaying screenfulls of baddies in no time. The lady prefers to keep her prey at arm's length, spending time to pick them off with ranged weapons. Apart from their basic blades, both collect extra weapons, items and power-ups as they go.

EXOTIC DOJO

The levels are awesomely vast and interactive. Early on you cross some heavy foliage and stumble across a bamboo plantation. Engage in combat here and each swing brings bamboo shoots crashing down around the fray. Then you enter an exotic dojo with paper walls. And swords can cut paper. So see a silhouette and you need only thrust your blade through the partition to gut the unsuspecting guard. As all this sadistic slashing wouldn't be fun without plenty of sword fodder, *Seven Blades* can throw oriental assailants at you in waves of 20 at a time. The plot has been provided by Japanese movie director Kaizo Hayashiso, so expect muchos feudal intrigue and honorable deaths with the ultraviolent swordfights.

CVG RECKONS

You can't beat blood-thirsty Japanese swordplay when it's done well and Seven Blades *looks like delivering.*

END

SUPERSTAR SHOCKER

WORDS & SCREENSHOTS **DEAN SCOTT**

ISS

UPDATE

OUT **OCTOBER** FORMAT **PS2**

CVG loves *ISS* more than sweets, girls and pulling sickies combined, so we played the latest PS2 version in great hope.

GETTING THERE

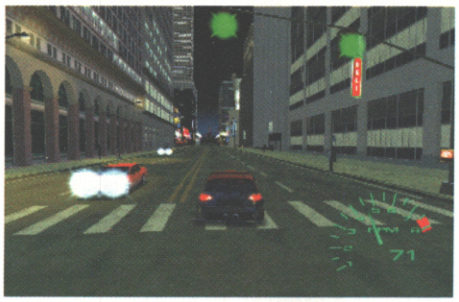
Good news: it plays and looks better than the early, early version we slagged in issue 222. Bad news: this version was 70% done, still plays like N64 ISS, has much worse graphics and animation than PS2 *FIFA*, and suffers from slow down. From early optimism we're now cringing slightly and saying 'oh'.

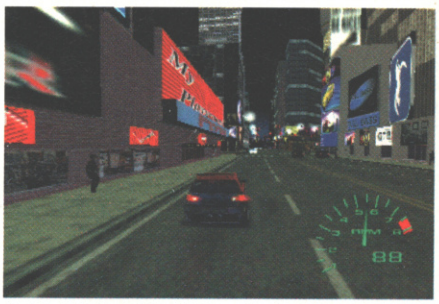
CVG RECKONS

It needs to improve a lot before PS2's UK launch.

END

Wherever Kevin went he was followed by trails of cotton-wool





Spot the high level of detail in the pedestrian. Go on, dare you

DRIVER OFF TO A FALSE START

WORDS & SCREENSHOTS **DEAN SCOTT**

PS2 MIDNIGHT-MARE

MIDNIGHT CLUB

OUT **TBC** *FORMAT* **PS2**

A black box sits in the corner of the CVG office, starting to collect dust. Whilst the DC and PS sweat all day, this underused box is pining away for some hot gaming action. Unfortunately, Midnight Club doesn't look like it will blow people away on PS2.

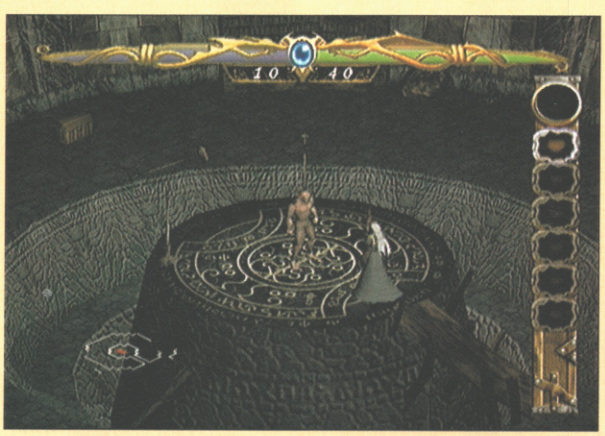
DRIVE AROUND LONDON

Midnight Club is a driving game – admittedly in it's early stages – which lends credence to the multiple tales of woe we've heard that PS2 is double-hard to code for. In taking real-life cities as it's raceways it locks horns with *Metropolis Street Racer* on DC, but presently looks no better than a PC game. The clinical sharp edges and high resolution make for characterless visuals. It's unfair to criticise *Midnight Club* too much, but the handling here shows none of the fun arcade flair of *Crazy Taxi*, and while *MSR* makes London's streets fun to drive on, this is about as much fun as in real-life: not much. On the plus side, there's plenty of cars and people around besides you, the buildings look alright, and you can smash down lamp posts. When the game's not slowing to an epileptic judder you can get some good speed up, too.

CVG RECKONS

It can only improve, but Midnight Club *is indicative of the lacklustre PS2 offerings thus far.*

END



DIABLO TOO

THE DUNGEON MASTER TO BE FLATTERED

WORDS & SCREENSHOTS **DEAN SCOTT**

One adventurer against a room full of skellies and beasties. He dies

That glowing monolith is a save point. Tasteful

LODOSS WAR

OUT **OCTOBER** *FORMAT* **DC**

Dungeon-raiding types tend to fall into two categories. The first lot buy dungeons for a pittance, and convert them into bijou theme bars for trendy London media worms. Group B wade in looking for treasure and glory, laying waste to the gross hordes of undead filth with broadswords and skin-ripping magic. These wannabe adventurers aren't particularly well catered for by Dreamcast, and could do with a *Diablo* clone to cheer them up.

NOT MUCH NEW

Lodoss Wars appears to be wandering down that path. You kick off as a naked-bar-pants adventurer roaming freely around dungeons, who quickly finds clothes and weapons and starts hitting people. Chests yield goodies, keys open doors, and large heavy blades crack heads wide open spilling brain and filth everywhere. Fairly predictable stuff.

NOW LOADING

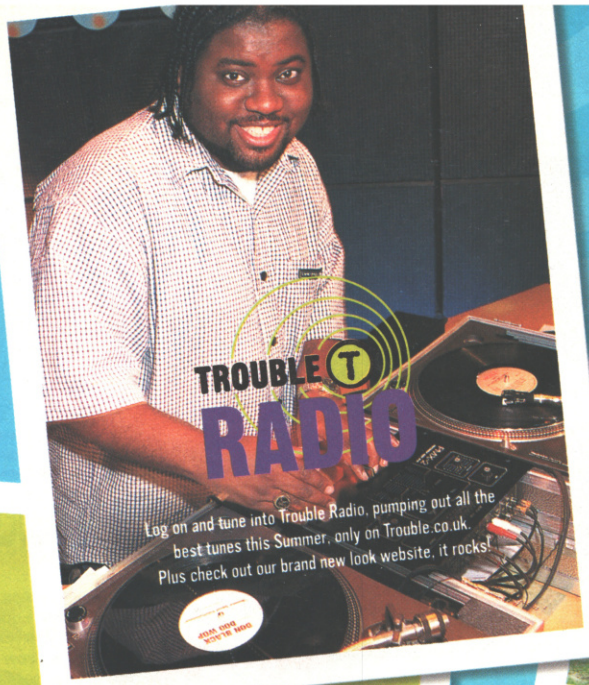
The arcade bias is clear, but *Lodoss* already does more than the tragic *Gauntlet Legends* to retain your interest. The first time you get clubbed to death by giant golems should tell you it won't be a walk in the park, and you need to converse at length and do magic to get anywhere. Each small section of dungeon you finish is rewarded with a long look at a loading screen.

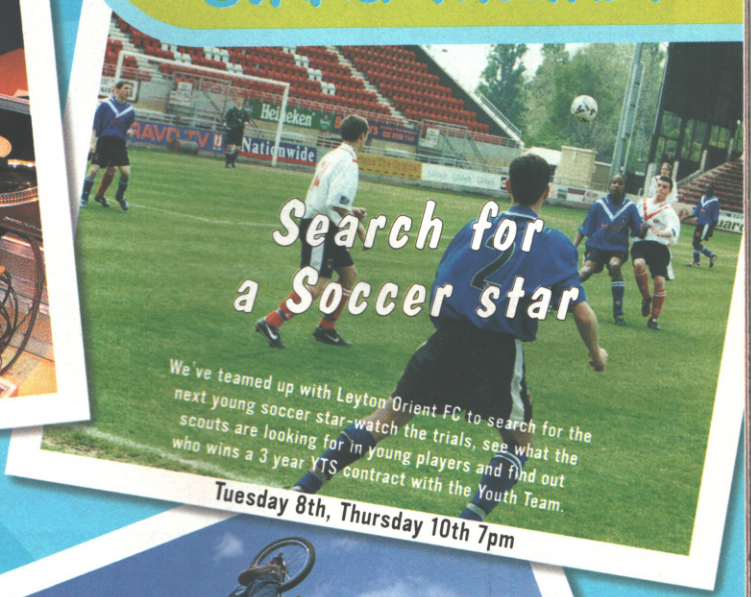
CVG RECKONS

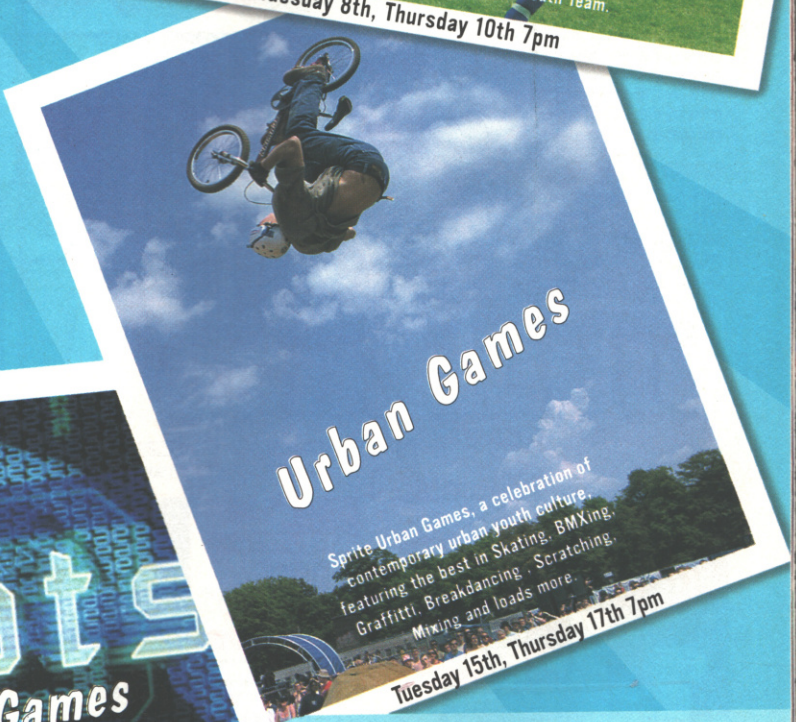
Lodoss War *is unlikely to top* Diablo 2, *but might interest Dreamcast dungeoneers who haven't had much to excite them till now.*

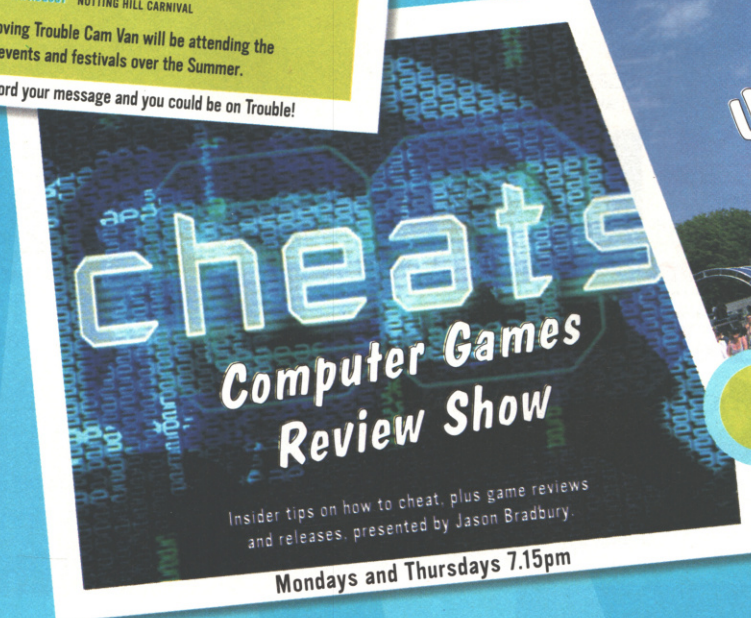
END

TROUBLE
Summer Vacation









CHECK IT OUT!

TROUBLE
trouble.co.uk
Wish you Were here

MR DRILLER

OUT **SEPTEMBER** *FORMAT* **DC, PS, GBC**

"The town is being overrun by coloured blocks. Everybody is in a panic! Quick, call Mr Driller! Go, Driller, go! The blocks are coming from deep underground. Drill as fast as you can!" So begins the biggest time-destroyer in the CVG office this month.

SIMPLY GENIUS

You are Mr Driller, and you have to drill down 2,500 feet through lots of coloured blocks to save everybody. The controls are simple: D-pad moves, X drills. The gameplay is genius: drill down too fast, and stuff falls on your head and kills you. Drill too slow and you run out of air and suffocate. You never ever find the right balance, ensuring every game serves up panic and tension by the ton.

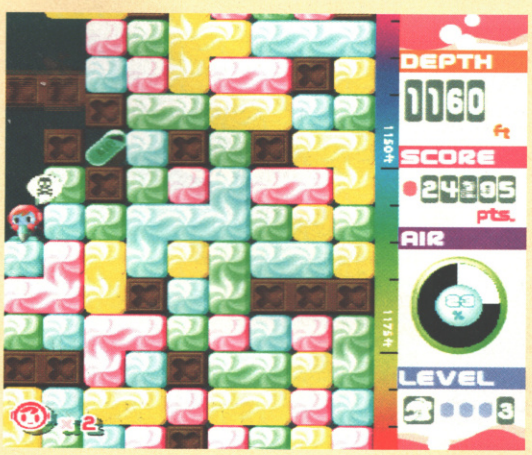
CHAIN REACTION

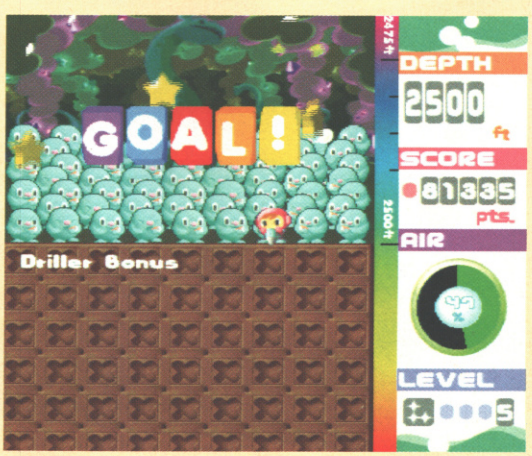
Think puzzle game and you'd be only half right. Tactics play a big part, since linking up four or more of the same coloured blocks causes them to disappear allowing for massive chain reactions. But the action is incredibly frenetic and watching for blocks falling from above while keeping an eye on your oxygen when at the same time you've got to choose your next move makes for many mad moments. This is a puzzler set on Fast Forward.

DRILLER IS A KILLER

NEW NAMCO PUZZLER ROCKS

WORDS & SCREENSHOTS **DEAN SCOTT**





GO DEEP

The deeper you go, the harder it gets to stay alive. Your air supply ticks down with each second, and replacement air canisters get scarcer the further down you travel. Get to the bottom, and a gang of Undergrounders (blue Kirby-lookalikes) clap and cheer. You find yourself shouting 'Yes Driller! Yes!' at this point, drawing much unwanted attention to yourself. We're loving it.

CVG RECKONS

Truly awesome, even with no two-player option. END

GRIDLOCK GLADIATOR

GET THAT TRAFFIC MOVING AND FEEL LIKE A HERO

WORDS & SCREENSHOTS **DEAN SCOTT**

TRAFFIC GIANT

OUT ***SEPTEMBER*** *FORMAT* ***PC***

"Check out my electric tram network. Yeah, it rocks, doesn't it! And how about my contraflow system around the footy stadium – pretty sweet, eh?" The words of a complete nutter? Quite possibly. Either that or it's the sound of a man who's just finished a sesh on *Traffic Giant*. If you thought it wasn't possible to get excited about urban traffic systems, it just might be time to think again.

SORT THE PROBLEMS

You are charged with sorting out the transport problem in an urban metropolis. No! come back – this is not half as bad as it sounds. Ok, with a fat stack of cash, you've got to turn angry rush hour horn-honking into happy little whistles of satisfaction. There are rival transport tycoons trying to sort out the problems too, so make sure it's you that creams off the dough with your ingenious solutions. The user interface is amazingly simple, and the display of the city looks great. People potter about doing their business, but no matter how hard you try, you can't explode them with a mouse click. Instead you can blow them away by building eco-friendly tram lines down their street, buying spanking new buses and generally making it easier for them to get around. And while it may be a piece of cake to get public transport prowling the streets, making money and getting people interested is tougher. And that's the challenge.

Watch those traffic queues to prevent anyone losing it like Michael Douglas in Falling Down

CVG RECKONS

This may sound dull as dishwater but it looks great and can be kind of fun.

END

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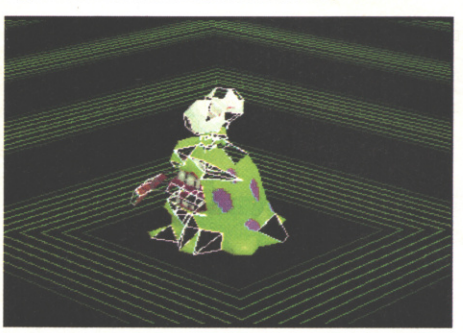
THE WORLD'S FIRST AND BEST GAMES MAGAZINE

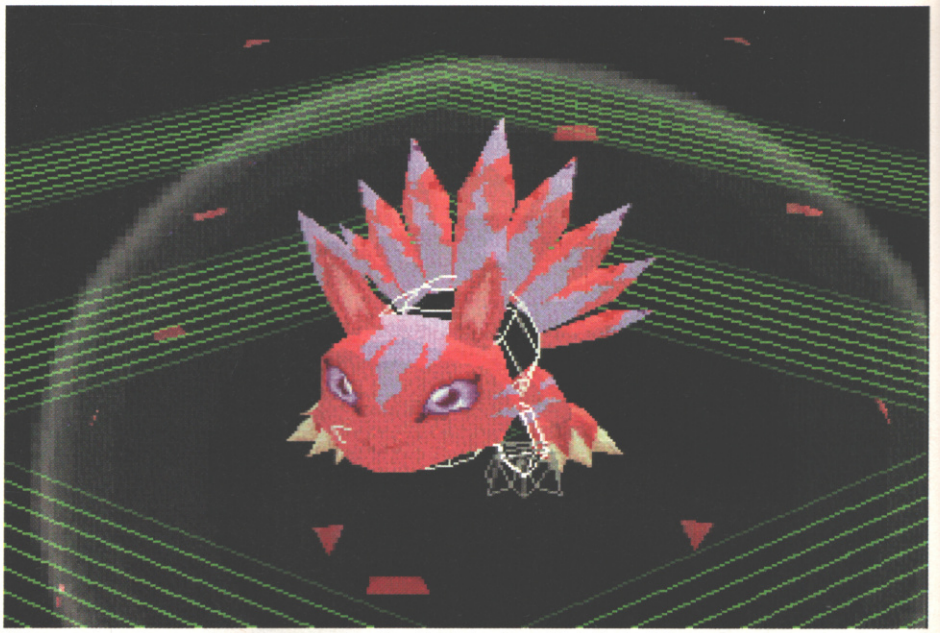
Have a guess at exactly what it is that he's throwing at his opponent. Ok, here's a clue – it's brown and it smells

Check out the easy-to-use stats screens to tinker with fighting techniques and monitor the health of your creature

Well that's nice – you're about to enter a big fight and all your Digimon friend can think of is that he needs a dump

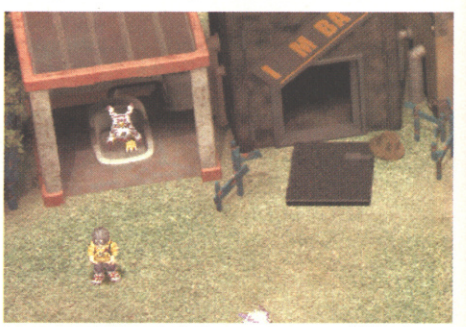


Keep 'em happy and before you know it they'll morph into something even nastier in front of your very eyes



Pink may not be a colour associated with toughness, but this spiky fella' can hang with the hardest Digimon around

Train your Digimon by beating the hell out of trees and hitting big rocks with your fists to make them the hardest of the hard



In an aspect of life overlooked in many other games, this is where you take your Digimon for potty training. Lovely

POKEMON KILLER

DIGIMON WORLD

OUT **TBC** *PLATFORM* **PLAYSTATION**

Nintendo has practically taken over the world with Pokémon. It's in everything from games and movies to pyjamas and toilet paper. Ok, maybe the last one isn't quite true. But Japanese toy giant Bandai is the one that started it all with Tamagotchi and is now planning a major-league comeback with the next generation of collectible combat characters in the shape of Digimon. They already have the trading cards, they already have the cartoon series, and pretty soon you won't be able to breathe without taking in a huge lungful of the cute little buggers.

WHO'D WIN IN A FIGHT?

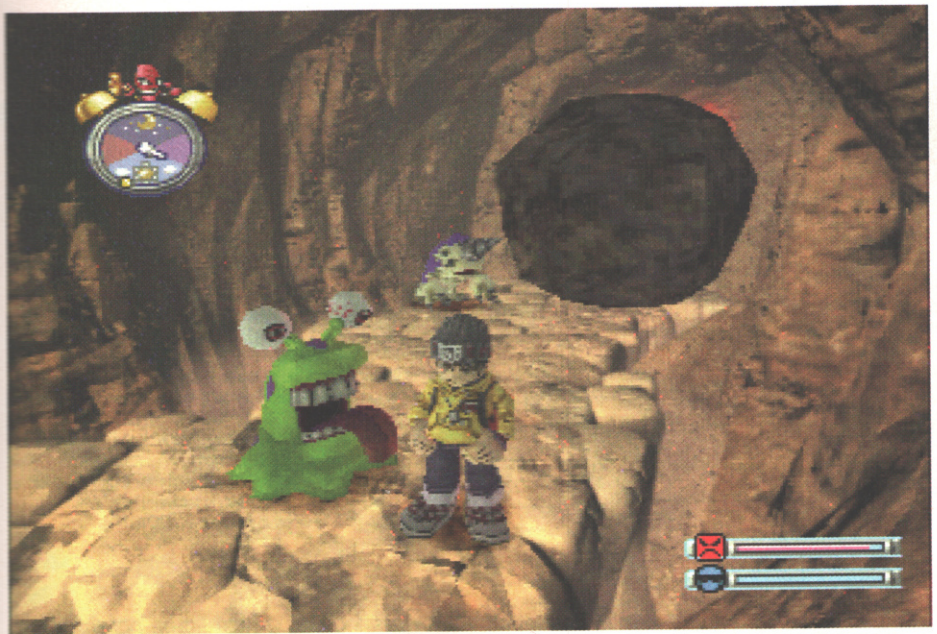
While the playground argument rages about which is better, Pokémon or Digimon, Bandai are forging ahead with a 3D PlayStation RPG-style *Digimon* game that could well prove a Christmas chart topper when it gets released later this year. The aim of the game? Well, you gotta collect 'em all, of course.

GOREFEST

Yeah right. This is aimed squarely at kids which can be another way of saying this doesn't have much in the way of gameplay. But here, it seems, there's at least a little more to it than that. As simple as it is, there is some RPG stuff involved in training up your creature, getting him to evolve into other forms and exploring the countryside, looking for other Digimon.

DIGIBATTLES

To find the creatures and return them to the city you usually have to defeat them in combat. You run into a creature to get it to fight, then stand back as your Digimon does the dirty work.

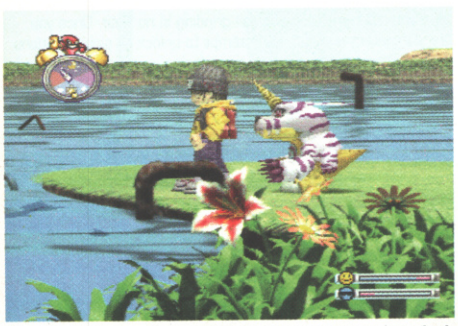


A puzzle. You try to work out how to get that rock moved while the green blob tries to lick you. "Leave it out will ya – I'm trying to think"

Head to the mines and you'll find some of the bigger Digimon freaks to fight. You'll also come up against some puzzles here

Numerous creatures can come under your control, few grosser than the purple-spotted green blob. That's not his real name, mind

Ah bless, your little Digimon friend has to get some kip after a hard day's fighting. If he doesn't sleep he gets in a right strop



Now, if only I had my Digimon fishing rod I could sort out some food for this moaning git that's latched onto me

Yummy, this green guy manages to sustain himself by eating his, um, er... Well, Number Twos if you must know

IT'S GOING TO BE A BIGGER FIGHT THAN LENNOX LEWIS AND MIKE TYSON - WORLD CHAMPION POKEMON NOW HAS TO FACE THE MIGHTY CHALLENGE OF THE DIGIMON

WORDS**LES ELLIS** SCREENSHOTS**TIM MEDHURST**

You can throw them health packs or pull off special moves as the ruckus develops. As you'd expect, it all looks pretty basic so anyone old enough to walk will be able to play it. Apart from scrapping, you'll get other tasks and puzzles like when a miner gets you to haul rocks out of his tunnel. Completing these tasks will open new areas or get you some extra cash without requiring you to be Countdown material to work them out.

WORLD DOMINATION

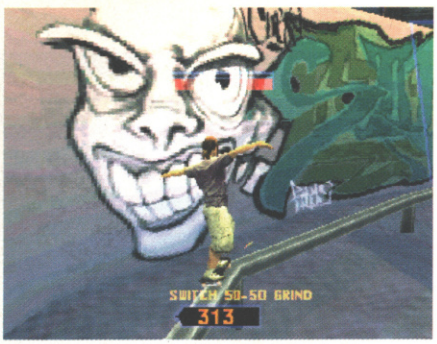
Just when you thought you were safe from talk of cute creatures with ridiculous names, the Digimon are all set to dominate the toy shops and game charts later this year. The hype will make the Pokémon phenomenon seem like a flash in the pan. The first *Digimon* game already establishes its credentials as a *Pokémon* killer, and you just know there will be more to come. One to look forward to when it finally gets its UK release date.

CVG RECKONS

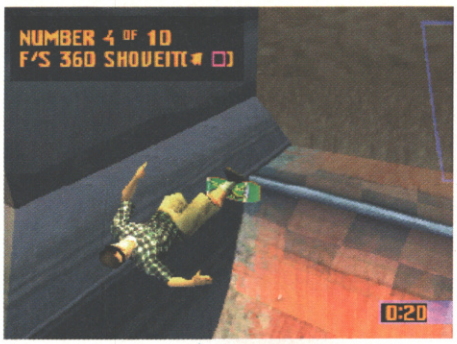
Pokémon had better start watching its back – the next big thing is coming and Pikachu might not be able to stand up to the kicking MetalGreymon, MegaDramon and the crew have got in store.

END

A happy mushroom? Hang on a minute, call the Digipolice. You could make a fortune at Glastonbury with those, mate



The skating locations look suitably urban and 'rad' with some great graffiti going on in the background



You can unlock new locations in the Endurance mode by tricking against the clock. We found this a tad difficult, to say the least

Use the Skater's Eye to check the territory and set up your trick before you get it on. The gnarlier the trick, the bigger the points

PONY TONY

ANOTHER *TONY HAWK'S* WANNABE TAKES YOU TO THE HALF PIPE

WORDS & SCREENSHOTS **MAURA SUTTON**

GRIND SESSION

OUT **AUGUST** *PLATFORM* **PLAYSTATION**

***Tony Hawk's* is the Daddy of skateboarding games. Fact. Others may have tried to cash in on the skater bandwagon though most, like *Thrasher*, have fallen flat on their face sucking on a mouthful of grit. Enter *Grind Session* which wants to be the one that succeeds in offering the first really classy alternative to the Hawkster's monster hit. But then, as the Rolling Stones so elegantly put it, you don't always get what you want.**

KISS THE DIRT

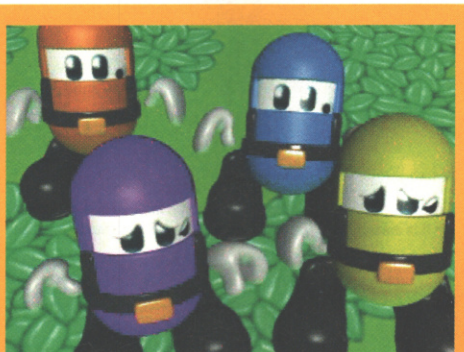
What strikes you first is the quality presentation. From the opening videos of real skaters through to their detailed bios and faithfully reproduced replica boards, the sport of skateboarding is nailed right down to which sneakers they wear. If you're new to the fat air universe, there's an excellent training level that'll have you nose-grabbing and rail-grinding in no time. Once you feel competent enough, you attempt to unlock all eight locations in Tournament mode. You can even design your own customised skater if you don't fancy the likes of Ed Templeton or Cara-Beth Burnside. But comparisons are inevitable with the Hawkster's game and that's where *Grind Session* looks set to take a tumble. Most of *GS* is hardly original, while we found the trick system less flexible and the handling less intuitive. Watch this space for a full review in next month's CVG.

CVG RECKONS

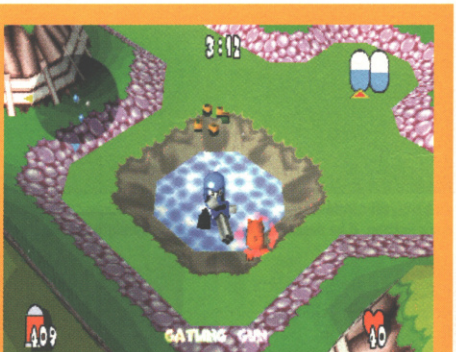
A polished game with some potential for fun but we seriously doubt it's going to better Tony Hawk's, *let alone out-trick the sequel which should be on its way next month.*

END

Over 30 missions to complete, including one picking up rubbish in a park. So they have got a social conscience after all



Throughout the game you'll get to meet specialist Buddies such as Ninja Buddy, Stealth Buddy and Cyborg Buddy. They all swear



The graphics have a cutesy-cutesy, cartoony feel. And that makes all the bad language OK does it?

X-RATED

SWEARING IN A VIDEOGAME? HOW %@%$$# COOL IS THAT?!

WORDS & SCREENSHOTS **MAURA SUTTON**

TEAM BUDDIES

OUT **SEPTEMBER** *PLATFORM* **PLAYSTATION**

At first glance *Team Buddies* looks like nothing more than a cute children's game featuring sweet little cartoon weebles. All of a sudden, one of them shouts out "Fkin' A" or "You W**ker" and you realise that maybe *Team Buddies* isn't a kid's game after all.**

GOSH AND GOLLY

If South Park's Terence and Philip ever designed a videogame, it would probably look a lot like *Team Buddies*. Completely barmy, with mental characters and language that'd make a drill sergeant blush. The Bow Wow Ker-Pow level features an army of exploding dogs that have been sent to blow up your base, while another involves finding a stolen bicycle and riding it back to camp. Bonkers. The gameplay is chaotic and frenzied in the extreme. You have the power to build your own Buddies, weapons and power-ups by collecting and stacking crates on a special grid. You can also get your Buddies to build stuff for you, or join you in attacking the enemy base. Trouble is, once you've created a few Buddies, the 'Artificial Incompetence' technology causes them to start freaking out and doing all sorts of mad stuff on their own. *Team Buddies* is a great laugh, especially in multiplayer mode, where you can trash your mates with ice guns and grenade launchers. Anyone looking for a serious military strategy game is likely to be both offended and bemused. Between *Team Buddies* and *Conker's Bad Fur Day*, the tabloids are going to have a field day because, as everyone knows, swearing isn't f***ing clever. Oops.

CVG RECKONS

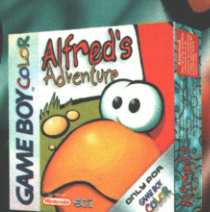
On course to be a cult hit among the post-pub and party crowd.

END

GAME BOY COLOR

Alfred's Adventure™

COOL BRICKS™



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Some of the courses like this orbital station track look bang on the money. It moves like lightning too

There's a selection of weapons to loose off at each other. Check out the ion beam in action

MAG FORCE RACING

OUT**TBC** FORMAT**DC**

USE THE FORCE, LOOP

Remember *Killer Loop* on PlayStation? Probably not. It reinvented the *Wipeout* speed rush as a pedestrian crawl. Then *Wipeout 2097* sneezed, and *Killer Loop* collapsed in a crumpled heap. Still smarting from the defeat, Crave has taken out the crap bits, added a four-player split-screen mode and reinvented it as *Mag Force Racing*. And it's coming to a Dreamcast near you.

LOOKING OK

Initial impressions are good. The graphics are sharp and sexy, and even bleak futuristic cityscapes are made to look appealing. The craft hurtle around the courses at blinding speed, and the rival racers will stop at nothing in their vicious attempts to block you off. There are weapons here, but they're more or less your bog-standard homing missiles and mines. The *Wipeout*-style presentation and booming tunery is in full effect and is a more potent experience thanks to the DC's processing poke. The four-player option is looking a little choppy, but provided some work is done with the framerate, who knows? It might stand a chance of rivalling the king of four-way future fly-ups, *F-Zero 64*. It's a bit of pain overtaking at the moment, as the craft sit wider on the track than the sleek, streamlined *Wipeout* jets we're used to but this should get sorted before long. We'll be very surprised if it turns out to be better than Nintendo or Psygnosis' future racers come review time, but never say never; we're keeping an open mind for now.

WORDS & SCREENSHOTS**DEAN SCOTT**

CVG RECKONS

It's the closest you're going to get to Wipeout *on DC for now. But it's got a poor past to live down.*

END

BOUNCY BOUNCY!

DIRTY AXLE-BUSTING FROLICS

WORDS & SCREENSHOTS
MAURA SUTTON

Off-road motor-madness never looked so good. The quality of the environments is very, very impressive

OUT**OCTOBER** FORMAT**PC**

Everybody knows that 4x4 vehicles are mainly used for driving through Knightsbridge at rush hour or for nipping to the supermarket for a carton of milk. Now, with the imminent release of *4x4 Evolution*, these beasts of the high street are being set free to race and roam in their natural off-road habitats across the world.

ROCKY MOUNTAIN HIGH

The finished version of *4x4 Evolution* will offer sixteen tracks and over 50 famous 4x4 vehicles made by the likes of Toyota, and Nissan. We've only had access to the Junkyard, Airbase and Arizona tracks so far, but all three were mightily impressive to look at. The lighting effects are stunning and the trees and rocks look suitably realistic. It's very tempting to just forget about the race altogether and start exploring the countryside. Big things are promised for *4x4 Evolution*. Word from the publisher is that PC, Dreamcast and Mac owners will be able to race each other on the Net, which would make this the first ever proper cross-platform multiplay experience. We can't tell you whether this works at present 'cos we've only had code for the PC Quick Race mode. One thing's for sure, if the big online hook-up does occur, PC owners will get thrashed every time if they try and play using a keyboard. Unless you're double-jointed, manoeuvring these hulking brutes round rocky outcrops seriously requires a joypad.

CVG RECKONS

It sure looks pretty, but don't even think of trying to play it without a joypad.

END

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Dreamcast.

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PLAYSTATION'S FINAL FANTASY COMES TRUE

THE LEGENDARY SERIES' LAST OUTING ON PLAYSTATION'S SET TO BE THE BEST YET

WORDS & SCREENSHOTS **MAURA SUTTON**

FINAL FANTASY IX

OUT **AUTUMN** *PLATFORM* **PLAYSTATION**

It couldn't be better than *Final Fantasy VIII*, could it? You couldn't possibly feel the same way about a titchy guy with a tail and a weird chick wearing a bonnet as you felt about Squall and Rinoa, right? Wrong. You *will* learn to love a little man with a tail. As for Freija, the chick with the hat? She fights like an animal, and she'll save your ass every time. Don't try and fight the feeling, because it's going to envelop you the minute you pick up that gamepad. Welcome to your new family.

FAIRY STORY

Your latest fantastic journey into Squaresoft's epic saga begins with a kidnap attempt by a gang of thieves led by Zidane Tribal. He's the one with the tail. The gang has been sent by Regent Cid to seize Garnet, the daughter of warmongering Queen Brahne. They disguise their airship as a floating theatre to lure the Princess away from her hideous mother. The job turns out to be a piece of cake because Garnet hates being a Princess and joins the brigands of her own free will. Maybe she also fancies a piece of Zidane's tail (*steady now – ed*). We'll find out later. Meanwhile, little

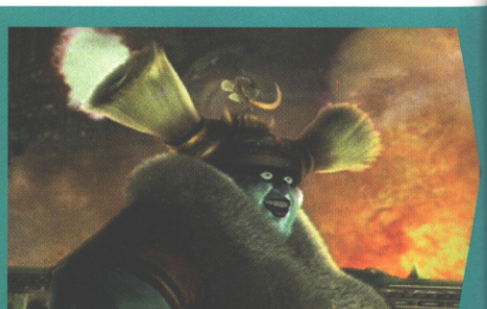
The Limit Break has been replaced by Trance in the new battle system. We reckon it's a definite improvement

You still get to visit shops to buy and sell and hotels and inns to rest and recuperate

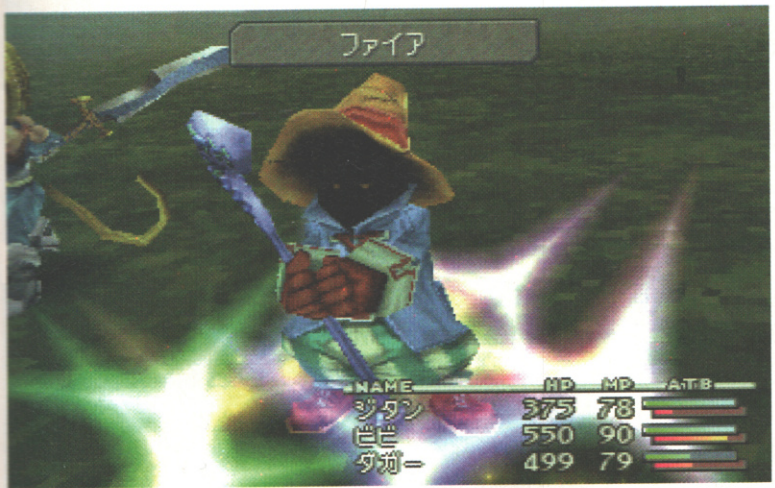
"WELCOME TO Y

THE DEATH OF A CITY

To say that your jaw will hit the floor when you see the FMV in *FF9*, is to say that England are rubbish at tennis. It's a given fact. There are big budget movies out there that would struggle to match the imagination, the direction and the special effects in some of these clips. In this sequence, Garnet witnesses the destruction of the peaceful city of Lindbulm by the forces commanded by her own mother, Queen Brahne. Check this out and just wait until you see the real thing this Autumn...



Queen Brahne gleefully oversees the start of her army's attack



Little Vivi makes sure that cuteness levels are kept at a max. He keeps falling over just like Maggie in the Simpsons. Don't laugh at him too much though because he also happens to be a powerful Black Mage

Princess Garnet can use powerful White Magic to heal the party. She starts out as a spoilt brat but turns out to have a heart of gold, bless her cotton socks and orange dungarees

Freija may look weird, but she's actually one of the few remaining Dragoon Knights. Her battle attacks are some of the best you've ever seen, bless her pink ghost's outfit

The ATB system picks up the pace of the battles while keeping the fighting spectacular and you on your toes

Quina Quen is a gourmet chef who loves to eat frogs. We are not making this up. He enjoys giving the enemy a good licking. We are not kidding there either, bless his outsized tongue

YOUR NEW FAMILY"

A bombardment from an armada of airships begins the assault

The peaceful inhabitants of Lindblum don't know what's hit them

Garnet can't believe what she is seeing from her vantage point

Mage Vivi Ornitier has become involved with the thieves after breaking into the floating theatre, wanting to see the show. When wicked Queen Brahne finds out, she's furious and orders an attack on the airship, sending it crashing down into the Evil Forest. And all that's in the first 20 minutes. Phew!

EYE CANDY

As you'd expect from what will be the last ever *FF* on the PlayStation, *FF9* looks awesome. The backgrounds are astonishingly sharp and detailed. But as stunning as the backgrounds and animations are, they are mere doodles in the dirt compared to the mesmerising beauty of the FMV sequences. We thought *Code: Veronica* had the best FMV of any console game to date, but *FF9* has it beat by miles. And it's not just a couple of clips at the start of the game. As you progress you're constantly wondering when the next cut-scene will trigger. And when they do, they take your breath away like a punch to the stomach. It makes the prospect of the forthcoming Final Fantasy movie even more mouth-watering.

BATTLE STATIONS

While there are plenty of familiar elements from the previous games, a new battle system has been introduced. The ATB Battle Engine makes for a much more pacey combat experience. You'll need to make decisions much more quickly as the monsters counter attack faster than ever. It feels like you have less time to decide what potion to use or ability to try. You have to get familiar with each character and learn their strengths and weaknesses to get the most out them. Another change is that Limit Breaks have been replaced by Trance. When you take hits from the enemy your Trance gauge builds up until finally your character enters a powerful Trance state and has access to special abilities and increased strength. Unlike a Limit Break, a character doesn't have to be on death's door before Trance kicks in. The whole Junctioning system has been dropped, though Garnet finally gets to summon Sacred Beasts.

LANDS OF LORE

Fans of the *Final Fantasy* series have come to expect huge epic quests covering many different lands. In this respect *FF9* doesn't disappoint. While you don't seem to spend as much time wandering around the World Map as you did in either of the last two games, the locations you visit rival anything in *Zelda 64* in terms of charming and intriguing inhabitants. The swooping and soaring narrative is propelled by the diversity of the locations. One minute you're with Zidane's party skulking around the desolate ruins of Burmecian Kingdom, the next you're bouncing along on some sort of train through the scorching desert with Steiner and Garnet on the way to glamourous Treno city. Wherever you are in the game, you won't be able to tear yourself away from the screen because you'll be so obsessed

Keep an eye out for these adorable Moogles. Use them to save your game and pitch your tent. You can also use them to access the Mognet and send and receive messages from other Moogles

Dark City Treno will have you gasping in awe. Just look at those beautiful reflections

Active Time Events let you to see what's happening to other characters. You don't have to do anything, just watch and enjoy

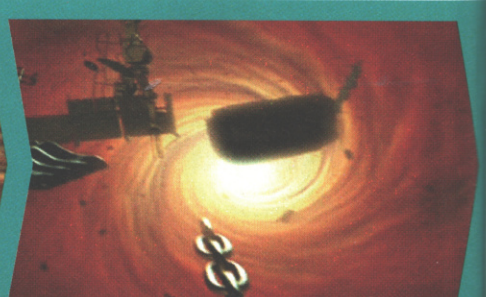
You can now have four people fighting in battles as opposed to only three in *FF8*

Cleyra Settlement is possibly the closest thing to Heaven you'll find in a videogame

"WHEN THE CUTSCENES KICK IN THEY

Shells rip into the ancient architecture demolishing brick and mortar

The second wave of the assault begins: a host of Black Mages



Their deadly magic draws on powers from different dimensions

Beatrice is a glamourous swordsmith who starts out on the side of the enemy

The dark side of *FF9* is strong in the mouldering ruins of the Burmecian Kingdom

It wouldn't be a *Final Fantasy* game without some of those yellow Chocobos, and here they are. This time they won't run away when you dismount. What a relief

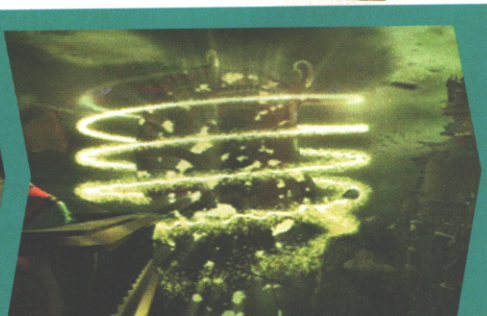
You have to catch frogs for your hungry mate in this fun sub-game set in Qu's Marsh

Tiny Regent Cid of Lindbulm will make you snigger every time he appears with his ridiculous squelching walk

TAKE YOUR BREATH AWAY"

Garnet appeals to the heavens to save Lindbulm's innocent inhabitants

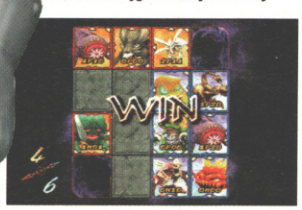
But the queen knows that her moment of triumph is near...



...as she gloats over the death throes of the once proud city

Zidane is so cute you'll hardly notice his tail. He's lively and upbeat – the complete opposite to Squall from *FF8*

Steiner's constant angry stomping is hilarious. He takes his job as Princess Garnet's bodyguard very seriously



Of course, there's another card game called Quad Mist. Ask everyone you meet to give you a game and collect the rare cards

This is one of the many crazy sub-games you can play. Try and rescue Steiner from the bell by swinging it from side to side

with reaching the next location. Get yourself a nosebag fitted and learn to sleep sitting down with your eyes open.

A KIND OF MAGIC

Just as you'd started to get the hang of the Junctioning system from *FF8*, it's all been ditched in favour of something easier. What you get is a set of weapons and objects, some which will be won in battle, some which are found and some which can be bought. Each object, when equipped, gives a character certain abilities in battle. If a character continues to use that ability, he will eventually master it and be able to use it with or without the object. This gives you the choice of either training your characters up to be masters of one particular skill or chopping and changing between abilities. You can earn both Ability Points and Magic Points in battle. In addition, each character possesses several unique skills that relate to their personality or occupation. For example, Zidane has the ability to steal from the enemy because he is classed as a thief. Vivi has Black Magic skills because he's the son of a Black Mage. Quina Quen does something very weird with cutlery because he's a chef. It sounds complicated but it's actually a very easy system to pick up and feels more instinctive than Junctioning.

HEROES AND VILLAINS

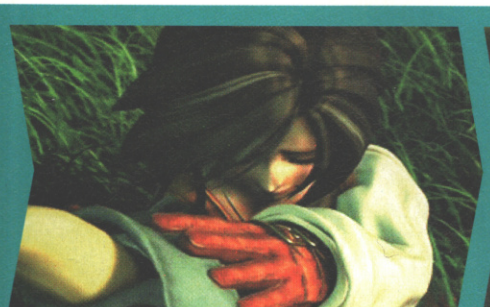
As much as some couldn't get enough of the more gritty feel of *FF8*, others were unhappy with the ultra realistic and modern look of the characters. *FF9* harks back to the old, cuter *FF* days of fantasy-based character animation. There's also a lot more humour this time around to coincide with the cartoony feel. The heroes are much more loveable with all their quirks, mannerisms and dark secrets, while the villains are suitably evil and chilling. Be prepared to have your emotions shamelessly tugged all over the place when you start living with this lot. We're only halfway through and we've already seen moments that rival the death of Aeris in *FF7* in terms of intensity. Oh yes, it really is that good. The makers of *FF9* are on par with the likes of Tolkein or Disney when it comes to creating worlds and characters that touch your heart and stay with you forever. We're in love. Wonder if you can marry a videogame?

CVG RECKONS

This has to be the most beautiful PlayStation game ever. Be prepared to have your gob well and truly smacked.

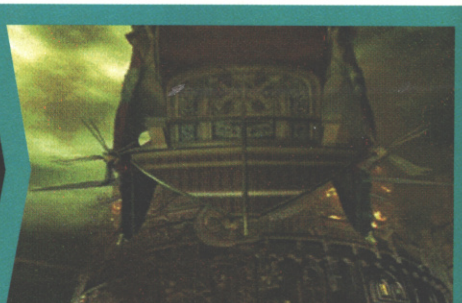
END

"WONDER IF YOU CAN MARRY A VIDEOGAME?"



Garnet is devastated at seeing her friends massacred in cold blood

Gutted, Zidane does his best to console the weeping princess...



...while Queen Brahme's battle fleet leaves the scene of carnage

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with Gameboy

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Win Nintendo 64

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Instant Win!

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We've got our hands on some crazy stuff, and all you have to do to win 'em is to call the number, pick your prize, crack the code and it's yours!

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Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st August 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site www.infomedia-servicves.co.uk or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

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THE BEST COMPETITIONS ARE ALWAYS IN CVG

5 TO WIN — MARVEL VS CAPCOM 2 FOR DREAMCAST

VIRGIN INTERACTIVE/CAPCOM **£39.99**

Marvel Vs Capcom 2 received a five out of five and all our love in Issue 224. Chief fightmaster Dean Scott said, "It's a game that jabs wildly at your adrenaline button from the second you pick up the pad, and leaves you hyper after the slow-mo knockout at the end of each fight. Totally awesome." Need we say more?

Question 1: Who or what has Dean been thinking about this issue?

10 TO WIN — GAME BOY ACTION PACK

JOYTECH **£19.99**

This essential kit for Game Boy fans comes complete with a dual-purpose light magnifier, a spanking carry case, a link cable, and a rechargeable battery pack and mains adaptor. Scored a whopping five stars for all-round loveliness in this issue's Lab Test.

Question 2: How many GBs will a link cable connect?

5 TO WIN — WWF BACK TALKING CRUSHERS

KIDZ BIZ **£12.99**

Here's your chance to lay the Smackdown on your favourite WWF freaks. Bend their limbs back and these figures howl in pain and scream "You're breaking my leg!". Break their backs, arms, legs and necks to hear loads of different phrases. Nasty, but great fun.

Question 3: How many feet did old WWF favourite Kerry Von Erich have?

3 TO WIN — GAME BOY BUNDLES

INFOGRAMES **£200**

Everyone should own a Game Boy Color. We've got three awesome bundles including a Game Boy Color, *Driver* T-shirt and bag, plus three current top titles, *Martian Alert!*, *Driver* and *Mission: Impossible*. There's even a rugged backpack to cart it all about in. We're good to you guys.

Question 5: Which Hollywood superstar plays Ethan Hunt in the latest Mission: Impossible movie?

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Experience is an interactive journey through the use of sound and visuals. Hundreds of visual images, over 50 sound effects and 48 different pieces of music are mixed and matched to give the viewer an unusual emotional experience. Picture a waterfall crashing to the sound of a baby crying and you'll get the idea.

Question 7: Which actor played the lead role in 1990s disaster movie, Volcano?

This could be the only compo you ever need to enter. Every month we give you the chance to win the coolest, funkiest, most splendid products you'd otherwise have to fork out for. You get loads of chances to win – just fill out the coupon with your answer to each question and we'll make a different draw for each prize.

1 TO WIN NESQUIK FRIDGE

NESTLÉ NESQUIK **£500**

Nestlé Nesquik, the world's favourite chocolate milk drink, surges onto the streets this month for the first time ever in a new, funky 'great to grab' bottle. The top-tasting ready-made drink comes in chocolate and strawberry flavours – perfect for lunchboxes. So, to keep 'em chillin', we've got a fantastic limited-edition drinks cooler packed with new Nestle Nesquick bottles to give away, making milk fun. Perfect for your bedroom.

Question 4: Most of the milk we drink comes from which grass-chewing animal?

5 SETS WWF COLLECTORS CARDZ

KIDZ BIZ **£1.99 per set**

The trading card trend continues with these WWF picture cards. Collect all your favourite wrestlers – past and present – to build up a killer collection. Cheap enough for a pocket money purchase but we can help you get your collection started.

Question 6: Who is wrestler China's current ring partner?

5 TO WIN X-MEN ANIMATED SERIES BUNDLES

UNIVERSAL PICTURES VIDEO £20

These X-Men videos make for a great collection. There are five complete stories featured over the three videos and each one tells a cracking cartoon tale. All your favourite mutant heroes, from Wolverine to Storm, join in the animated action.

Question 8: Which actor who plays a Star Trek captain is in the new X-Men movie?

WINNERS UPDATE – ISSUE 223

MDK 2
Lisa Warnock, Co Down; B Daniel, Birmingham; Steve Whittle, Lancashire; E Martin, Berks; Mark Johns, Glasgow

GEKIDO
Ayeesh Begum, London; Michael Humphreys, Lancs; Glenn Sturdy, Teeside; James Lovatt, West Sussex; Jason St Paul, Middx

VAMPIRE HUNTER D
Russell Seabrook, London

SNAKELIGHT
Victoria Blake, Berwickshire; Joy Morant, Wilts; Jonathan Wills, London; Richard Lamey, Lancs; Matthew Beaken, Coventry; Daniel Lucas, Manchester; Alex Tang, Leics; Richard Moulton, S Yorks; S Whittle, Lancs; A Saunders, W Midlands; Graham Bonney, Kent; Liam Griffiths, Gwynedd; Ben Griffiths, Manchester; William Harvey, W Midlands; Roger Faires, Herts; Matthew Orlinski, Gwynedd; Sunny Jankee, York; Alistair Bain, Somerset; Ryan Horton, Leicestershire; Phil Tickner, Hampshire; Mark Wells, Kent; Phil Olsen, Liverpool; Carl Franklin, London; Patrick Hatcher, Dorset; Alex Campbell, Kent

PIKACHU BACKPACK
Neil Smith, Merseyside; Daniel Middleton, Kent; David Bryan, Wolverhampton

PIKACHU PJ CASE
Patrick Dalton, Worsley; Nick Ashplant, Devon; Sarah Morris, Wilts; Jason Hall, Norfolk; Richard Boyle, Portsmouth

PIKACHU GB CASE
Phil Steventon, Midlands; Tom Blears, Mold; Jamie Preston, Tyne & Wear; Jack Chandler, Reading

TITAN TRON LIVE
Nicholas Coe, Northants

MULTIPLAYER ADAPTOR
Allan Skipper, London; Carl Smith, Portsmouth

GAME BOY RUMBAPAK
Martin Snowdon, Eire; Dan Moody, Edinburgh

TITAN TRON FIGURES
Shaun Allen, Lancs; Brian Collier, E Yorks; Matthew Forsyth, Wolverhampton; Andy Hayward, Oxford

SOUTH PARK MOVIE
Kris Hurley, Bedfordshire; Adam Holmes, Pontyclun; A Humphries, Sheffield; D Mayne, Essex; Greg Beardsall, Aberdeen; Mark Golds, Surrey; Richard Ives, Derby; W Burnside, Lincoln; Dominic Perry, Northwich; James Allison, York

IRON GIANT
Alan Reid, Shropshire; Alex Humphries, Golders Green; Dave Milne, Morrayshire; A Whittle, Devon; Steve Webb, London; Ben Ford, Lanarkshire; Ben Dawson, Sussex; Trevor Mechen, Tyne and Wear; Lisa Oysten, Co Down; Andrew Warnock, Co Durham

OOPS!
Finally apologies are due, cos last month we printed the wrong picture to go with the Turbo Race Wheel competition. Oh, and big soz for using the wrong Game Boy picture in our *Scoop!* story, and that the Skyball prize was actually from TCL. We all took it in turns to whip each other with wet celery as punishment.

GO ON – WIN IT!

It couldn't be easier to enter. Fill in this coupon and send to: Win This Lot Now 226, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. First correct answers out of the hat for each prize win. Entries close September 13.

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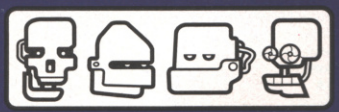
What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Because every reader who gets their tips printed is sent a nice, crisp tenner. Well, what are you waiting for?



EASY

TIP OF THE MONTH

NINTENDO 64

We pick out the best set of cheats received each month and reward you with £25 for your troubles.

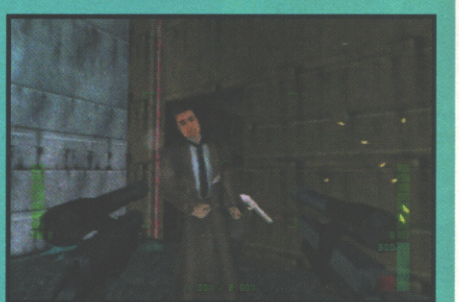
■ PERFECT DARK

The whole country is PD crazy right now, and you can practically hear the cries of frustration from homes around the land as thousands of you try to unlock some of those pesky cheats.

Fitting in a game with more extras than a battle scene in the movie Gladiator, Russell Tomkins of Maidstone provided us with twice as many extra cheats as we could print. Cheers, Russ!

FUN CHEATS	MISSION	DIFFICULTY	TIME CONSTRAINT
DK Mode	Chicago-Stealth	Any	Finish
Small Jo	G5 Building	Any	Finish
Small characters	Area 51- Infiltration	Any	Finish
Team Heads Only	Air Base	Any	Finish
Play as Elvis	Area 51- Rescue	Perfect	7:00
Slow Mo Single player	dataDyne- Investigation	Any	Finish

GAMEPLAY CHEATS	MISSION	DIFFICULTY	TIME CONSTRAINT
Invincible	Area 51- Escape	Agent	3:50
Cloaking device	G5 Building	Agent	0:59
Marquis of Queensbury Rules	dataDyne- Defection	Special	1:30
Jo Shield	Deep Sea	Any	Finish
Super Shield	Carrington Institute-Defence	Agent	1:12
Perfect Darkness	Crash Site	Any	Finish
Enemy Rockets	Pelagic II	Any	Finish



PLAYSTATION

■ MICRO MANIACS

Wacky racing games are just as common as the serious types nowadays, and the Maniacs series is one of the most popular. Jaimie Drayton in Ashcombe is now a tenner richer.

Access the Secret Options screen within the Options menu, hold Select and input the following button combinations for their corresponding cheats.

INFINITE POWER-UPS: Circle, Cross, Triangle, Square, Cross, Left, Cross, Square, Square, Circle, Left, Circle, Up, Triangle.

SLOWER CPU OPPONENTS: Up, Left, Triangle, Right, Triangle, Circle, Triangle, Square, Up, Triangle, Left.

DRIVE AS TANKS: Down, Up, Square, Triangle, Circle, Triangle, Right, Triangle.

STRONGER CLOSE COMBAT ATTACKS: Square, Cross, R1, Circle, Up, Square, Down, Up, Down, Cross, Square.

MAXIMUM CPU DIFFICULTY: Circle, Up, Triangle, Circle, Left, Triangle, Square, Square, Cross, Down.

■ COLIN MCRAE RALLY 2.0

Steve Booth of Nottingham can't believe how cool this game is, so much so that he spent a tenner calling the number on the back of the game to get these cheats. Well Steve, consider your money refunded!

To get some of these totaly awesome scheats going, enter these codes at the Create New Driver profile screen. Type them in where it asks for your name. But be aware that some of these cheats only work in certain play modes. Also, for some of them you must enable in the Cheats menu, within Options before they will spring to life! Have you fastened your seatbelts? Then let's go.

MINI COOPER: Type in JOBINITALY, works in all play modes.

FORD SIERRA COSWORTH: Type in JIMMYSCAR, works all modes.

FORD RACING PUMA: Type in COOLESTCAR, works in all modes.

SHOOT FIREBALLS FROM YOUR CAR: Type in GREATBALLSOF, only works in Arcade; press Handbrake to shoot fireballs.

BOUNCY COLLISIONS: Type in RUBBERTREES, only works in Time Trial, Single Stage and Single Rally modes.

MONSTER TRUCK TYRES: Type in EASYROLLER, only works in Time Trial, Single Stage and Single Rally modes.

MIRRORMODE: Type in RORRIMSKCART, all tracks, all modes.

MONEY

NINTENDO 64

■ EXCITEBIKE 64

In the twilight stages of the N64's life, out comes probably its best ever racing game. Alex Swift in Newcastle sent these goodies in, as well as a poem about how much he hates the England Squad. Thanks Al.

3D NES EXCITEBIKE: Finish 1st in the Challenge Round of Pro Season mode.
GET CHEAT MENU: At the Main Menu, hold L, C Right, C Down and A.
BIG HEAD MODE: At Cheat Menu type in BLAHBLAH.
INVISIBLE RIDERS: At cheat menu, input INVISRIDER.
OPEN HILL CLIMB: Finish 1st in the Gold Round of the Amateur season.
OPEN NES EXCITEBIKE: Finish all stunts in Tutorial mode.

■ INTERNATIONAL TRACK & FIELD: SUMMER GAMES

Summer really has finally arrived in the form of these little crackers from J Murphy in Colindale.

ALL EVENTS: On the main title screen, hit D-Pad Up, D-Pad Up, D-Pad Down, D-Pad Down, D-Pad Left, D-Pad Right, D-Pad Left, D-Pad Right, B, A to open all events straight away instead of having to obtain all of the medals.

PC CD-ROM

■ NOX

Reviewed several issues ago, Nox ***has made a good name for itself as a solid, playable RPG. All say a big thank you to Jon Simons of Co Armagh for these.***

CHEAT MENU: During gameplay, press F1 to bring up a console, then type in 'racoiaws' to enable the cheat mode.
For all the following cheats, enable the cheat menu and then type in the following:
RESET USER ABILITIES: 'cheat ability'.
MAX HEALTH: 'cheat health'.
MAX MANA: 'cheat mana'.
LEVEL SELECT: 'cheat level (—)', filling in the level number to get there.
SET SPELL LEVEL:: 'cheat spells (—)'.
SET GOLD AMOUNT: 'cheat gold (—)'.
GOD MODE / UNLIMITED MANA: 'set god'.
TELEPORT TO SPECIFIED CO-ORDINATES: 'cheat goto (—)'.

GAME BOY COLOR

■ POKÉMON YELLOW

This game sold in excess of 25,000 copies in the weekend of release – no mean feat considering it's a rehashed version of a game that's sold millions already. Ashley Hunt in Gloucester has come with some nice tips. Cheers matey.

EASY LEVEL GAIN: If you have the Pokémon you want to increase at the top of your team of six, it'll always share the experience points with whoever else you used in the battle. You don't even have to use that first Pokémon - just withdraw them at the start.
SECRET COINS: Walk around in Game Corner and press A to find absolutely loads of hidden coins. Couldn't be easier, could it?

DREAMCAST

■ STREET FIGHTER III DOUBLE IMPACT

Bet players will still be into the Streetfighter ***series in 3000AD. Here's a cheat from Simon Callow in Shropshire to open a new menu that gives you access to new moves and different colour cossies.***

HIDDEN EXTRAS FOR BOTH GAMES- On the Mode Selection screen hold L+R to get Options Menu. Highlight 'Game Option' and press Left, Left, X, X, Right, Right. Then highlight Button Configuration and press Left, Left, Y, Y, Right, Right. Now highlight Screen Adjust and press Left, Left, X, Y, Right, Right. And lastly, highlight Sound and press Left, Left, Y, X, Right, Right. The extras option then appears.

■ NHL 2K

Ice hockey isn't the most popular sport in this country but it's a great laugh on your Dreamcast - especially with these little beauties from Tom Wooley in Bucks.

BIG HEAD MODE: At the Black Box screen press B, B, X on a controller plugged into the fourth port. SECRET TEAM: To get the best team in the game, at the Black Box screen, on a controller plugged into the 4th port hold the two triggers and press B, A, B, Y.

WORDS & SCREENSHOTS: LES ELLIS **PICS:** KENNY P

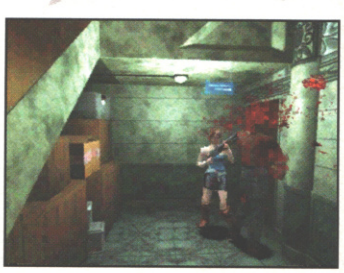
THEY DID WHAT?!

The maddest game adverts in the world...Ever!

Selling games is a big bucks business these days and those fly advertising guys are always trying to dream up new ways to impress us into sicking up £40 for their latest über-title. Crafty publicity stunts, clever marketing, shocking advertising and semi-naked women have all sparked more than their fair share of tabloid newspaper headlines, but not always for the reason intended. So here's CVG's Top Ten most outrageous ads that either by cunning intent or ham-fisted bad-taste have offended the moral minority, or given us all a cheap laugh at the publisher's expense when it backfired horribly. Enjoy as much as we did.

RESIDENT EVIL

Bloodbath. Get it? Lots of people did get it in various US high school massacres and gun-related insanity, so suddenly this wasn't so funny any more. Assorted deluded Johnny Do-Gooders complained to the Advertising Standards Authority, blaming the ad. Which did Virgin no harm – the game sold loads off the back of the campaign which ended before anyone could do anything about it.



and get a free ride in a police car

GRAND THEFT AUTO 2

This one is legendary. The campaign focused around the controversial phrase 'steal this game'. The cinema ad had supposedly real people (ahem, please) ripping copies of the game off a billboard. But it wasn't obvious what was on the billboard or what the people were stealing, leaving viewers confused about what they were being persuaded to buy. Not what you'd call good advertising really. The first poster ad was run on a hoarding at a footy match and the director of a certain major high street chain saw it and hit the roof. The phrase suddenly got changed to 'censored this game', which didn't really work. Can't imagine why. The whole campaign reportedly cost millions and whether it worked was, frankly, highly debatable. The trade ads pushed the 'steal this game' message and shopkeepers were offered tips on protecting their stock. Strangely enough, demand was reportedly low for the 'steal this game' gondolas, posters, window sticker things and t-shirts.

and we'll see you in court

HOGS OF WAR

Animal Farm may be required reading in schools, but Infogrames may have just taken it a bit too far with the ads for *Hogs of War*. What you see on TV is bad enough, what you don't see is worse. So here, for the first time anywhere, are the images that were deemed too shocking for the games playing public to see. Oh, and while your stomach is reeling from that, the punchline for the ad probably won't help either.

ECW HARDCORE REVOLUTION

Shots of pretty flowers or cute little fluffy kittens wouldn't really have worked for an ECW game, but Acclaim had to go absolutely OTT with a huge picture of a scary gorilla of a bloke using a staple gun on someone else's forehead. In all fairness, this kind of brutal insanity does happen in ECW in real life, but that didn't stop the moaning minnies shouting to anyone who would listen about the corrupting influence it would have on you guys. Once again, by the time the authorities got around to thinking about banning this, the ads had finished. Hmm, could there be a trend emerging here?

SOUNDED GOOD ON PAPER

■ Game X

This one's so controversial we're not even going to reveal names. To raise its profile, one part of a games publisher planted a fake website on the Net slagging off another part of the same publisher, but the slagger didn't inform the slagee, who then spent big bucks on a Net detective agency, trying to find who was responsible. Problem was, this publicity scam got absolutely zero coverage, recognition or interest from anyone. A real case of the left hand not knowing...

■ ***PlayStation***

Sony ingratiated itself with the great unwashed at Glastonbury in the 90s. They dropped PlayStation flyers over the festival that had perforations which happened to be perfect for use as 'roaches' in, um, cigarettes. A roach is the makeshift 'filter' that is built into a handrolled cigarette to make it more smokeable. Apparently. But no way were PlayStation flyers used to make a single illegal 'funny fag', let alone even just one 'jazz woodbine' or even a solitary 'space cigar'. That's not the kind of thing that goes on at Glastonbury. No way. Not at a respectable music festival. Never.

■ Empire of the Ants

Microids sent out little ant farms to shop buyers and magazines around the country on release of this one. Problem was that many ants escaped and sugar bowls in games shops the land over were rendered unusable at a stroke. Thankfully the escaped ants failed in establishing their dark empire and enslaving the human race.

■ ***Dreamcast***

'Six Billion Players' – that's what Sega boasted at the UK launch last October. The advert police pulled the campaign over, claiming it wasn't happy with Sega's definition of online gaming, particularly considering Sega didn't actually have any online games at the time (we had to wait over half a year for* Chu-Chu Rocket*). Slapped wrists all round, but Sega was prepared to have another go at dodgy advertising when they did finally get proper online gaming launched...(see our Top Ten)

■ Rival Schools

Traditional Japanese weapon of nutters, the numchukas, were featured heavily in the ad campaign for this classy beat 'em-up, along with young Japanese schoolgirls. One minor problem. Numchukas are actually illegal in the UK so you aren't supposed to use them in adverts and the like. Oops.

ADVERT SHOCKERS

MORE MAD ADS

■ ***Silent Bomber***

The makers of the game took the not-too-wise decision of sending out realistic looking sticks of dynamite, complete with timer attachments, wires and battery. It wasn't only the Post Office who weren't too chuffed as it was done on the anniversary of the Soho pub bombing. Doh!

■ Earthworm Jim 3D

A great ad campaign this one, seeing as the game failed to trouble even the lowest chart positions. Signs were put up in men's urinals in pubs claiming 'It's the size of your worm that counts'. Very funny. And they wonder why the game didn't sell.

■ ***Cool Boarders***

'I need powder to feel the rush' - great tag line for an ad, really makes you think of games eh? Say this in your local police station and they won't offer you a two-player race on a snowboarding game, that's for sure.

■ Virtua Racing

'Score some speed from your local dealer'. Bravo, well done Sega. Parents must have rushed out in their millions to buy this after seeing those ads.

■ ***Ecco the Dolphin***

'Speed, weed and blow'. Oh come on – this is getting ridiculous! That's more drug references than a Tarantino movie. It's not big, it's not clever and it got them into trouble.

■ Screamer 1 & 2

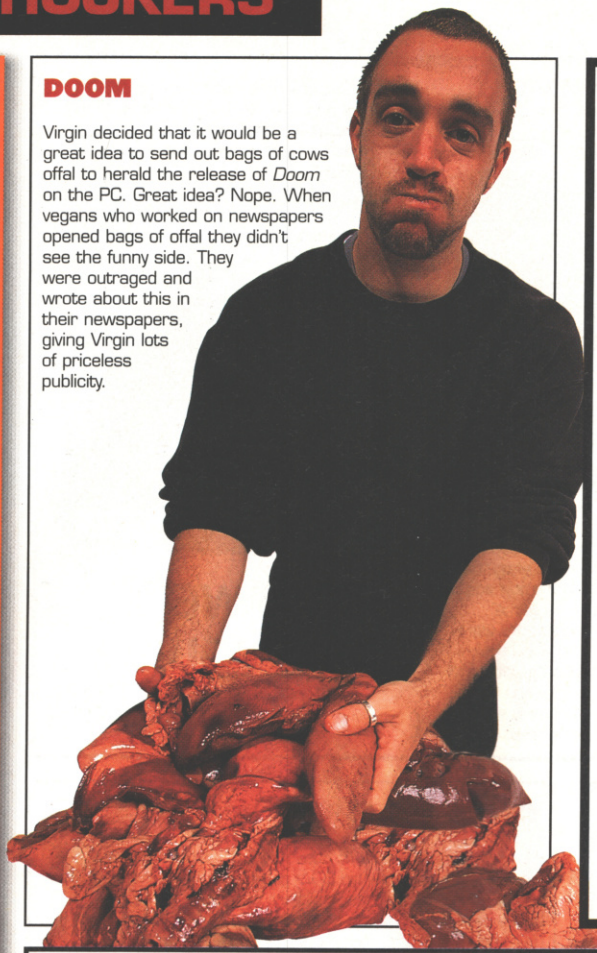
The time? Christmas, at the height of the police campaign to keep drink-drivers off the road. The image? An overturned car. The punchline? 'Thousands of madmen on the roads this Christmas – join them'. Now that was never going to cause a fuss, was it? So they did something similar for the sequel too.

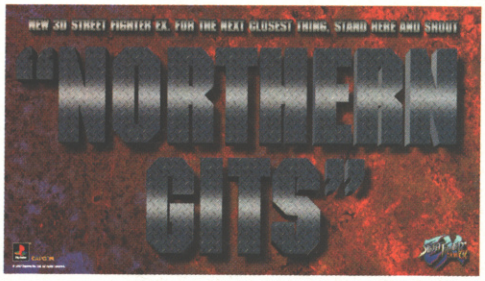
■ ***Sega***

This is one of the tamer pics that appeared in "I buy it for the features" mag Penthouse when Sega was getting publicity for the Mega Drive.

DOOM

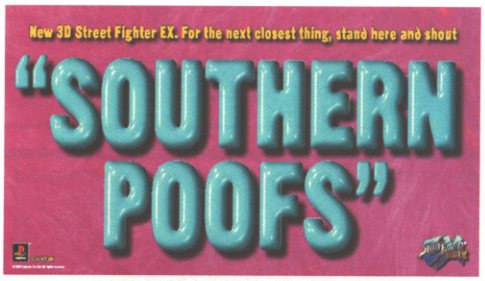
Virgin decided that it would be a great idea to send out bags of cows offal to herald the release of *Doom* on the PC. Great idea? Nope. When vegans who worked on newspapers opened bags of offal they didn't see the funny side. They were outraged and wrote about this in their newspapers, giving Virgin lots of priceless publicity.





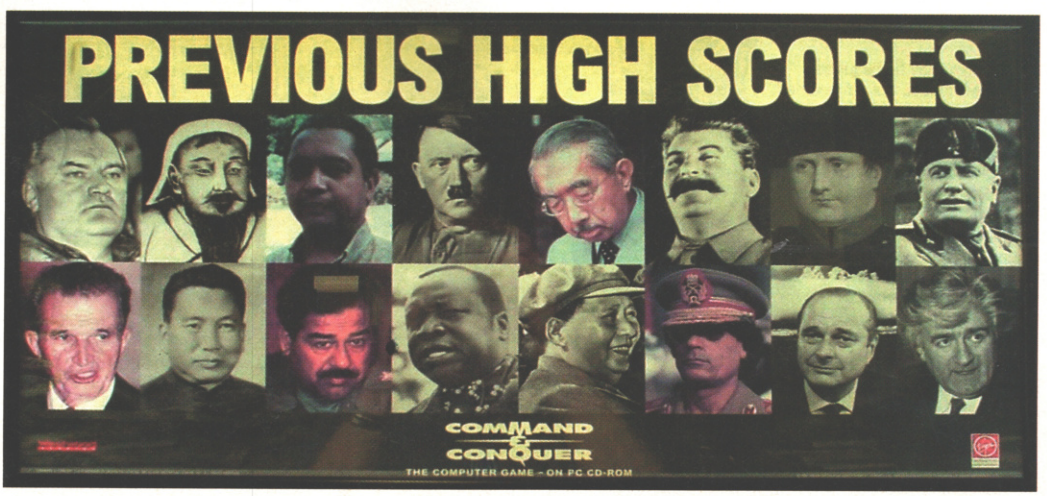
STREET FIGHTER

A campaign for one of the myriad of PlayStation *Street Fighter* games used a punchy 'Northern Gits, Southern Poofs' hookline over two adverts. Well done guys, great campaign. Pity you launched the campaign at the same time as a Gay Pride March in London. There were complaints but the campaign was over before anyone could take action and do anything about it. And these ads people are paid a fortune to come up with this clever stuff, remember. We can't imagine that our northern friends were overly happy about it either.



COMMAND & CONQUER: RED ALERT

And you wonder why everyone in Europe hates us. It's all Virgin's fault – blame them. They ran a controversial campaign for PC realtime strategy game *Command & Conquer* and got told off by advertising watchdogs. So they did it again – but worse – for *C&C Red Alert*. The original *C&C* previous high scores campaign, showing dictators next to figures showing how many people they'd slaughtered, was... well, not exactly subtle. Especially when one or two of the so-called dictators who were still actually alive took exception. The follow-up *Red Alert* campaign, 'Foreigners - wouldn't you like to give them all a bloody good hiding?'... well, need we say more? Virgin's reputation as kings of the dodgy ad campaign was never going to be doubted after that little lot.



CARMAGEDDON

Not sure which was the most offensive part of this daft campaign for *Carmageddon* on the PC – the slogan or the picture of some fat old gimmer's arse. Whichever it was, the moral minority were all up in arms before the ink had dried on the pages of the magazines and billboards this adorned. Some even said some children had to see psychiatrists after they saw it. Parents wanted to get to the bottom of it. Rumour has it that Dan was the model for this.

SEGA DREAMCAST ONLINE

'Come and have a go if you think you're hard enough,' said a 'stereotypical' German with a nasty mullet in Sega's Dreamcast online ad on telly, earlier this summer. Only problem, the ads were running during the Euro 2000 football riots involving German and English 'fans' that caused such a fuss and helped us lose the World Cup bid. Provocative? The UK telly regulator thought so and rushed through a move to suspend the ad before the Germany/England grudge match. Great timing Sega. CVG broke the story, but Sega never did tell us whether the campaign was about to finish anyway...

CRASH BANDICOOT

Sony got an Australian voice actor to pretend that Bandicoots had been sighted all around the British Isles and placed classified ads in local papers asking people to call in with any of their sightings. Loads of people fell for it, several papers ran stories and the Aussie bloke even got some radio interviews. Eventually, Sony turned the Bandicoot sightings phone number into a piss-take advert for the game – it certainly went a way towards establishing the word 'bandicoot' and explaining to punters what a bandicoot is. Other stuff Sony did to back it up was 'Bandicoot Crossing' fake road signs and his own phone box prostitute-style calling card. How tasteful of them.

C&VG RECKONS

Outrageous stuff. Many of these ad campaigns got a panning in the papers, but just how many got banned? Hardly any, partly because game campaigns tend to be short-run and are all but over by the time the authorities or telly regulators can act. Sure, they may give out a slap on the wrist to the company involved, but that's nothing compared with the publicity they get for the ads. Now that really is shocking, eh?

NOTHING'S SHOCKING

■ ***Dino Crisis***

Virgin baked 2000 dino poos on the night before the game's release. They were chocolate hot cross buns, but were made to look just like big poos, with little flies made of sugar on top which looked all too horribly real. They served them up in medical specimen bags to every radio and TV station in London on the morning of the game's release. Worked too, because it did get mentioned on several of the shows. And who ever said publicity stunts are just a load of c**p?

■ Viva Football

Virgin hired a Page Three girl and had her upper body painted in the colours of one of the teams that was playing in the Cup Final that day. They then paraded her up and down between the twin towers at Wembley. I think we can all see what the pun was intended to be, can't we? Surprise surprise, the tabloids lapped it up and the game got a load of national publicity.

■ ***Carmageddon***

Photos of William Hague and Johnny '2 Jags' Prescott (disturbing enough in their own right) were doctored to look like they appeared as in-game characters and the rumour was spread to the national press. Guess what? plenty of papers fell for it giving the game some precious exposure. That's what good journalism is all about: checking your facts before running a story. Well done guys.

■ Battlecruiser 3000AD

Going back a bit, this one. Anyone remember the ad pictures of nudie model Joanne Guest sitting with her legs apart and a copy of the game placed, well, *there*? Complaints poured in faster than copies of the game sold (which wasn't too hard as it happened), so a new picture with certain additions to the image was produced. Game sales were still poor but the game sucked so that's okay then.

■ ***Forsaken***

Marketing boffins surveyed lads aged 16-25 asking them who was the most likely star to be forsaken by their audience. Sporty Spice and Liam Gallagher (among others) scored high in the vote. So the results were announced on massive billboards and one of those huge ad vans driving all over London. The next week, Acclaim had Liam's lawyers on the phone making unhappy noises. This got into the tabloids and caused a huge stink thus providing coverage for both the game and Oasis's hirsute frontman – if you scratch my back, I'll scratch yours

■ Lara Croft

Nike ran a cinema ad based around videogames where in one short sequence the hero falls onto Lara Croft and manages to grab her in the, erm, chest region. How we laughed. And then how we groaned when the ad appeared on TV with this segment cut out. Spoil-sports.

PULL-OUT POSTER

computer and video GAMES

PARASITE EVE 2: When she's done with this bunch of scum, Aya's gonna blow you away too

IN GAME TOILETS

This specimen from *Kingpin* shows a good balance of fibre and roughage

GAME: Metal Gear Solid
FORMAT: PlayStation

POTTY TRAINING
Solid Snake's adventure is a testosterone-fuelled journey through the double-crossing, dirty dealing world of international terrorism. So it may surprise you to see this self-proclaimed ladies' man engaging in the type of toilet action George Michael would be proud of. Snake may charm the girls when the gaming world is watching, but our special spy cameras appear to tell a different story. Of course, he could just be rifling through his pockets, or maybe looking for something he dropped... down there... between the legs of the DARPA chief... oh, alright then.

BOWLED OVER?
Prison toilets are nasty things, and with this sort of action going on you'll definitely want to use a couple of toilet seat covers before pulling down your kegs and letting go.

GAME: The Sims
FORMAT: PC

POTTY TRAINING
The Sims gives you the ultimate power trip by putting you in charge of a whole neighbourhood of misfits. As well as dictating their every move, you have the power to provide them with state of the art household products. Give 'em an extra fancy water closet and your Sims will go wild with excitement. Forget to give them one, or improperly toilet train them, and they'll be making puddles around their apartments. Our Sims were so into their bathroom facilities that they decided that it was the best place to gather with friends and discuss science. Weird.

BOWLED OVER?
It pretty much depends on how good a toilet you give your little computer people, but even the entry-level loo is adequate. From there you can upgrade to your heart's content.

GAME: Duke Nukem
FORMAT: N64/PC

Duke 3D is full of lavatorial laughs and his catchphrases extend to the "ahh..." of relief when you take a pee mid-battle. Locate the lavs in the first area and you get the chance to take out gun-toting space-pigs in toilet cubicles. Special. You can even blast the urinals and toilet pans as random acts of vandalism. If that's not enough to sate your scatological yearnings, when you defeat the final boss, the Dukester tears off his head and... well, you've heard the expression.

BOWLED OVER?
These are decent enough loos but the main problem is the army of space pigs in the stalls. You just can't relax, y'know?

GAME: Toy Commander
FORMAT: Dreamcast

POTTY TRAINING
Its not often you get the chance to pilot a plane into a toilet bowl and then do a loop-the-loop around the u-bend. *Toy Commander* lets you experience all the dirty delights a septic tank can offer. Watch out for the frighteningly angular toilet roll on the wall. And that floaty green arrow could undermine your toilet-going experience in a big way.

BOWLED OVER?
The smallest room in the house is quite literally the smallest room in *Toy Commander*. The door would only just clear the bowl. Functional, but not much fun.

GAME: GoldenEye
FORMAT: N64

POTTY TRAINING
One of videogaming's finest moments is a silent but deadly one. Imagine the horror of being shot dead as you take your mid-morning dump. Relieving yourself can be calming but that's a little more relaxed than you wanted to get. Lucky for you then that you get to play as Bond and not the poor sap in the toilet at the start of level two. Before Bond can drop down from the ventilation ducts he has to take out this guard with a sneaky head shot. If you're feeling particularly evil you can toy with him first by shooting his hat clean off.

BOWLED OVER?
The Facility bogs are clean and bright, but the luckless guard is not the only one using the facilities, and likelihood of getting capped as you squeeze one off is just a little too high for most people's liking. Anyway, since when did James Bond ever take a break from saving the world to drop the kids off at the pool?

These days no self-respecting action-adventure or first-person romp is complete without at least one lavatory full of goons waiting to be picked off. All our favourite videogame heroes, from Bond to Solid Snake, have been party to some fine toilet-based buffoonery. The forecast is for thunder as we reveal the best ever in-game toilet moments.

POWER POINTS

A well-maintained bog is a beautiful thing. Sadly, for every Glade-scented throne there's a dozen skidmarked horrors with a fag-butt floating in the bowl.

- A toilet so good you'll come up with any excuse to use it
- A fine WC, with just a rogue pubic hair spoiling the ambience
- Useable, but you'll be holding your breath throughout
- You'll hesitate even if you're touching cloth
- The bog from Trainspotting is more appealing

GAME: Jet Set Willy
FORMAT: ZX Spectrum

POTTY TRAINING
Some of you might not remember *Jet Set Willy* on the ZX Spectrum, but those who do will know it was the first game ever to feature a toilet. And it was on the very first screen. As Willy embarked on an impossible quest to clear up his mansion the morning after a killer party, he was greeted by a lavatory whose seat flapped up and down. The lesser known sequel featured the same flapping filth throne, but it killed Willy if he touched it. A select few managed to get inside the john, and were greeted with a large spiky turd-like creature rolling along some platforms. Heartbreaking and touching at the same time.

BOWLED OVER?
A nice white bowl, but that snappy lid could cause problems. In *Jet Set Willy 2* the lid was mostly fatal, but had that endearing secret.

GAME: MDK 2
FORMAT: Dreamcast

POTTY TRAINING
MDK 2 is one of those rare games that lets you solve puzzles by going to the toilet. But, judging by the state of this loo, the Doc's ship could do with a woman's touch. Doc Hawkins is obviously in a bad way - he's been pooing so much he's gone all transparent – and with a cry of "Blimey!" you can use his riotous rectum to drop enough dog eggs into the bowl to cause a blockage. The toilet will then explode, knocking the hand-dryer off the wall and leaving behind a set of pipes. These two items are essential to your progress and it's all thanks to you and your angry anus.

BOWLED OVER?
Grubby, grimy and prone to exploding when placed under pressure. Not one to use after a vindaloo then.

GAME: X-Files
FORMAT: PlayStation

POTTY TRAINING
Special Agent Craig Willmore is as straight-laced as they come. He's the type of guy who'd rather decorate his office with Civil War memorabilia than with pictures of Britney Spears naked. At least in the *X-Files* game you can pry into Agent Willmore's personal life, like reading his diary and private letters from his ex-wife. Like his toilet though, there's not much dirt to uncover. The most revealing thing in this Agent's bathroom is that he leaves the seat up – possibly hinting he doesn't trust his aim or he's already forgotten what it's like to have a woman round the place.

BOWLED OVER?
Willmore's loo is clean, pleasant and would certainly provide a welcome hideout from his inane History Channel droning.

GAME: Galerians
FORMAT: PlayStation

POTTY TRAINING
Galerians' Crazy Rion – his full name, by the way – takes a break from all the puzzle-solving in this shiny-tiled washroom of the future. This lav's one of the few havens from the bad guys' reign of terror, and with its pristine tiles and large mirror, it's a perfect place to work on your dance moves in between the exploding-head action. Rion looks set to bust-a-move with this killer "left hand on hip, right hand in urinal" routine.

BOWLED OVER?
Galerians is full of mad scientists trying to capture you and pump you full of mind-altering drugs. Should they succeed in their dastardly schemes and turn you into a human pin-cushion, at least you'll find comfort in using these stunningly maintained toilets.

GAME: Kingpin
FORMAT: PC

POTTY TRAINING
A downright nasty, first-person adventure that offers a whole heap of gritty action. Highlights include beating goons senseless with a rusty iron bar, a scuzzy pimp/hooker combo that tell you to vacate their personal space in no uncertain terms, and the ability to hire hitmen and send them out to mess up your enemies for you. It's a shock-fest alright, and as you'd expect, the game's toilet scenes are suitably mucky. Even the most hardcore player will find it hard to resist the urge to pause for a while to give the loos a bit of a going over with a Toilet Duck. Unspeakably awful.

BOWLED OVER?
You wouldn't ever want to use the *Kingpin* bogs – even if the alternative was to fill your pants and squelch until you got home.

GONNA CATCH 'EM ALL

With some help from The Masters

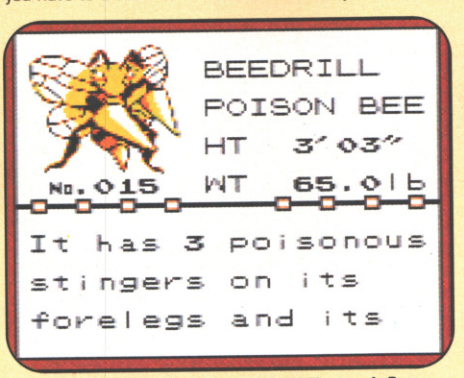
WORDS & SCREENSHOTS: SIMON WATTS

THIS MONTH: Yellow Fever!

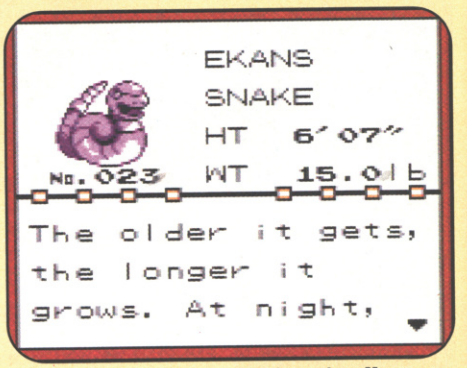
Pokémon **is the best adventure game on the Game Boy for years. Now it's reached its third incarnation and is flying off the shelves and 80,000 UK players snapped it up in the first week alone. That makes it one of the fastest-selling games in history. So what you all really want to know is what has changed since *Red* and *Blue* and where do you find all the Pokémon, right? Luckily, we've been up all night for weeks painting the town Yellow so you can get the most out of Pikachu's latest outing. Our handy guide even doubles up as a collectors' chart so you can keep track of all those precious little beasts.**

MISSING IN ACTION

So what about the missing Pokémon in *Yellow*? Like *Red* and *Blue*, you can't catch all 150 of the elusive creatures – you have to trade with other versions. But you will find most of the missing Pokémon in other trainers' teams.



You won't find a Weedle, a Kakuna, or a Beedrill except in Bug Catcher teams in the Viridian Forest and near Cerulean City. Jynx is only in Lorelei's team and Electabuzz is nowhere to be found



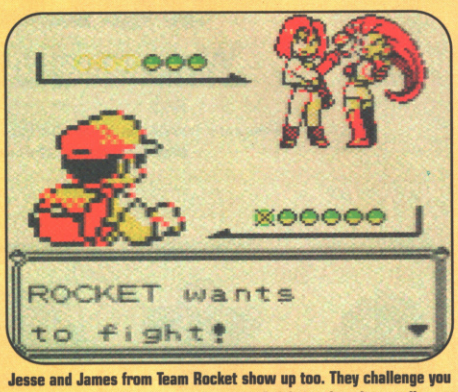
Raichu is unobtainable and you can't catch any others. Magmar, Arbok, Persian and Weezing are all also absent, while Ekans, Meowth and Koffing are owned by Jesse and James of Team Rocket

NEW FEATURES

There's a bunch of tweaks and differences in *Yellow* including a completely re-designed Unknown Dungeon which is far simpler to finish, and an expanded Game Corner. Do well on the slot machines now and you get the chance to come away with much more valuable items including both Scyther and Pinsir at 6500 each.

Your rival is Gary. True to the cartoon, he starts with an Eevee stolen off Ash. It evolves depending on how you do in the fights with him both in Oak's lab and on Route 22

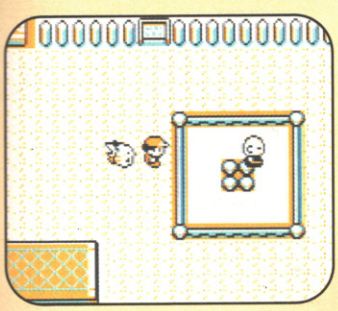
Apart from Ash now being the star, other characters from the cartoon make guest appearances. Nurse Joy is now in the Pokémon Centre and you meet Officer Jenny in several places



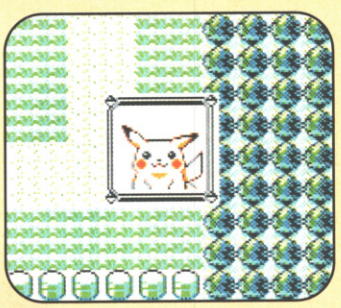
Jesse and James from Team Rocket show up too. They challenge you as you leave Mt Moon, using the same Pokémon they do on telly. They disappear once beaten, but attack you again later in the game

PIKACHU: THE STAR

Our yellow buddy is one of the biggest changes in *Pokémon Yellow*. He now follows you around like a sidekick instead of just being just one of the monsters. Plus, he's got some all-new moves, a load of new great new animations, and you can even chat and have a laugh with him if you feel the urge. Isn't it nice to have company?



Face Pikachu and press A to talk. The picture of his face changes with his mood. If he's very happy, the sprite on the main screen jumps about



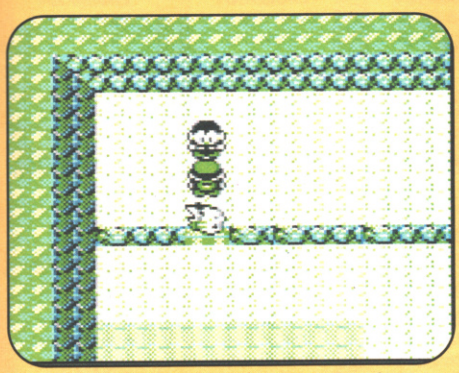
Make Pikachu happy by keeping him first in your squad and use him regularly. Don't store him in Bill's PC or try to evolve him or he'll get angry

Pikachu learns Thundershock at level 26 and Light Screen at level 50, and has been beefed up, making him an essential for all budding trainers

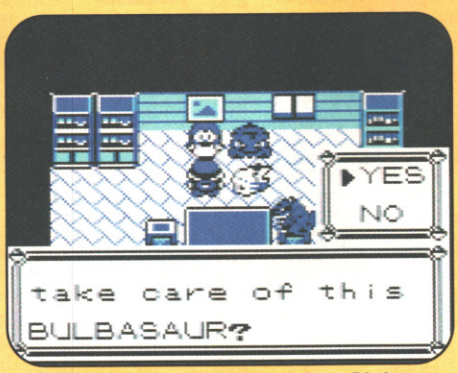
To get surfing Pikachu win *Pokémon Stadium* R-2, Prime Cup Masterball with unregistered gameboy Pokémon always using Pikachu in your team

EXTRA POKEMON AND MULTIPLAYER

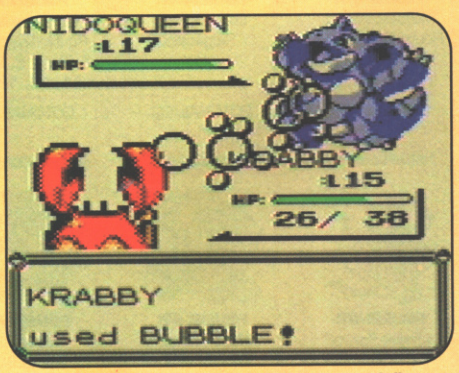
Ash doesn't get to choose from one of three Pokémon at the beginning of the game, but this doesn't mean that you can't get Bulbasaur, Charmander and Squirtle. You're awarded them as you progress through the game. And when you think your Pokémon are ready to scrap, there's new multiplayer fun too.



Charmander is the easiest of the extra Pokémon to get. Just past Nugget Bridge you'll meet a man. He offers you Charmander. When it is evolved to Charizard, it can learn the Fly HM.



Beat Lt Surge in Vermilion City to get Thunderbadge. Take it to Officer Jenny to get Squirtle. In Cerulean City you'll find a house with a Bulbasaur in it. Make sure Pikachu is happy to get him



In multiplayer, the new Colosseum 2 mode features cup challenges. Pika Cup is for all level 15-20 Pokémon. Petit Cup is for level 25-30s, while Poké Cup is limited to level 50-55

COLLECTORS' CHART

Where to catch them – all on one handy chart you can fill in yourself

Pokémon locations have changed in *Yellow*. You can now catch rare monsters in new places and earlier in the game. What could be easier than just ticking them off on this comprehensive chart as and when you catch them.

1. BULBASAUR

FOUND AT: Cerulean City
GOTCHA!

2. IVYSAUR

FOUND AT: Evolved from Bulbasaur
GOTCHA!

3. VENUSAUR

FOUND AT: Evolved from Ivysaur
GOTCHA!

4. CHARMANDER

FOUND AT: Route 24
GOTCHA!

5. CHARMELEON

FOUND AT: Evolved from Charmander
GOTCHA!

6. CHARIZARD

FOUND AT: Evolved from Charmeleon
GOTCHA!

7. SQUIRTLE

FOUND AT: Vermilion City
GOTCHA!

8. WARTORTLE

FOUND AT: Evolved from Squirtle
GOTCHA!

9. BLASTOISE

FOUND AT: Evolved from Warturtle
GOTCHA!

10. CATERPIE

FOUND AT: Viridian Forest
GOTCHA!

11. METAPOD

FOUND AT: Viridian Forest
GOTCHA!

12. BUTTERFREE

FOUND AT: Evolved from Metapod
GOTCHA!

13. WEEDLE

FOUND AT: Not in Yellow. Trade only
GOTCHA!

14. KAKUNA

FOUND AT: Not in Yellow. Trade only
GOTCHA!

15. BEEDRILL

FOUND AT: Not in Yellow. Trade only
GOTCHA!

16. PIDGEY

FOUND AT: Viridian Forest Route 1, 2, 5, 6, 7, 8, 11, 12, 13, 24, 25
GOTCHA!

17. PIDGEOTTO

FOUND AT: Veridian Forest Route 5, 6, 7, 8, 11, 12, 13, 14, 15, 21, 24, 25
GOTCHA!

18. PIDGEOT

FOUND AT: Evolved from Pidgeotto
GOTCHA!

19. RATTATA

FOUND AT: Cinnabar Island Route 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 16, 18, 22
GOTCHA!

20. RATICATE

FOUND AT: Cinnabar Island Route 9, 10, 11, 16, 18, 21
GOTCHA!

21. SPEAROW

FOUND AT: Route 3, 4, 9, 16, 18, 22
GOTCHA!

22. FEAROW

FOUND AT: Route 9, 16, 17, 18, 23
GOTCHA!

23. EKANS

FOUND AT: Not in Yelow. Trade only
GOTCHA!

24. ARBOK

FOUND AT: Not in Yelow. Trade only
GOTCHA!

25. PIKACHU

FOUND AT: Pallet Town
GOTCHA!

26. RAICHU

FOUND AT: Not in Yellow. Trade only
GOTCHA!

27. SANDSHREW

FOUND AT: Mt Moon Route 3, 4
GOTCHA!

28. SANDSLASH

FOUND AT: Unknown Dungeon
GOTCHA!

29. NIDORAN F

FOUND AT: Safari Zone Route 2, 9, 10, 22
GOTCHA!

30. NIDORINA

FOUND AT: Safari Zone Route 9, 23
GOTCHA!

31. NIDOQUEEN

FOUND AT: Evolved from Nidorina with Moonstone
GOTCHA!

32. NIDORAN M

FOUND AT: Route 2, 9, 10, 22
GOTCHA!

33. NIDORINO

FOUND AT:
Safari Zone
Route 9, 23

GOTCHA!

34. NIDOKING

FOUND AT:
Evolved from Nidorino with Moonstone

GOTCHA!

35. CLEFAIRY

FOUND AT:
Mt Moon

GOTCHA!

36. CLEFABLE

FOUND AT:
Evolved from Clefairy with Moonstone

GOTCHA!

37. VULPIX

FOUND AT:
Celadon City

GOTCHA!

38. NINETALES

FOUND AT:
Evolved from Vulpix

GOTCHA!

39. JIGGLYPUFF

FOUND AT:
Route 5, 6, 7, 8

GOTCHA!

40. WIGGLYTUFF

FOUND AT:
Celadon City

GOTCHA!

41. ZUBAT

FOUND AT:
Mt Moon, Rock Tunnel, Seafoam Island, Victory Road

GOTCHA!

42. GOLBAT

FOUND AT:
Seafoam Island, Victory Road, Unknown Dungeon

GOTCHA!

43. ODDISH

FOUND AT:
Route 12, 13, 14, 15, 24

GOTCHA!

44. GLOOM

FOUND AT:
Unknown Dungeon
Route 12, 13, 14, 15

GOTCHA!

45. VILEPLUME

FOUND AT:
Evolved from Gloom

GOTCHA!

46. PARAS

FOUND AT:
Mt Moon, Seafoam Island, Safari Zone

GOTCHA!

47. PARASECT

FOUND AT:
Safari Zone, Unknown Dungeon, Route 18

GOTCHA!

48. VENONAT

FOUND AT:
Route 13, 14, 15, 24, 25

GOTCHA!

49. VENOMOTH

FOUND AT:
Unknown Dungeon
Route 14, 15

GOTCHA!

50. DIGLETT

FOUND AT:
Diglett's Cave

GOTCHA!

51. DUGTRIO

FOUND AT:
Diglett's Cave
Route 11

GOTCHA!

52. MEOWTH

FOUND AT:
Not in Yellow.
Trade only

GOTCHA!

53. PERSIAN

FOUND AT:
Not in Yellow.
Trade only

GOTCHA!

54. PSYDUCK

FOUND AT:
Route 6

GOTCHA!

55. GOLDUCK

FOUND AT:
Route 6

GOTCHA!

56. MANKEY

FOUND AT:
Route 3, 4, 22, 23

GOTCHA!

57. PRIMEAPE

FOUND AT:
Route 23

GOTCHA!

58. GROWLITHE

FOUND AT:
Cinnabar Island

GOTCHA!

59. ARCANINE

FOUND AT:
Evolved from Growlithe

GOTCHA!

60. POLIWAG

FOUND AT:
Viridian City
Route 22, 23

GOTCHA!

61. POLIWHIRL

FOUND AT:
Route 22, 23

GOTCHA!

62. POLIWRATH

FOUND AT:
Evolved from Poliwhirl

GOTCHA!

63. ABRA

FOUND AT:
Celadon City
Route 5, 6, 7, 8

GOTCHA!

64. KADABRA

FOUND AT:
Route 8

GOTCHA!

65. ALAKAZAM

FOUND AT:
Evolved from Kadabra through trading

GOTCHA!

66. MACHOP

FOUND AT:
Rock Tunnel
Route 10

GOTCHA!

67. MACHOKE

FOUND AT:
Victory Road
Route 5

GOTCHA!

68. MACHAMP

FOUND AT:
Evolved from Machoke through trading

GOTCHA!

69. BELLSPROUT

FOUND AT:
Route 12, 13, 14, 15, 24, 25

GOTCHA!

70. WEEPINBELL

FOUND AT:
Unknown Dungeon
Route 12, 13, 14, 15

GOTCHA!

71. VICTREEBEL

FOUND AT:
Evolved from Weepinbell

GOTCHA!

72. TENTACOOL

FOUND AT:
Seafoam Island, Cinnibar Island
Route 11, 13, 19, 20, 21

GOTCHA!

73. TENTACRUEL

FOUND AT: Route 19, 20, 21
GOTCHA!

74. GEODUDE

FOUND AT: Mt Moon, Rock Tunnel, Victory Road
GOTCHA!

75. GRAVELER

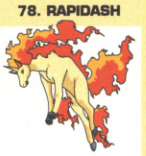
FOUND AT: Victory Road, Unknown Dungeon
GOTCHA!

76. GOLEM

FOUND AT: Evolved form Graveler when traded
GOTCHA!

77. PONYTA

FOUND AT: Route 17
GOTCHA!

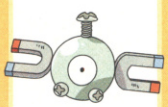
78. RAPIDASH

FOUND AT: Evolved from ponyta
GOTCHA!

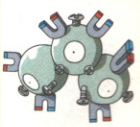
79. SLOWPOKE

FOUND AT: Seafoam Island Route 12, 13
GOTCHA!

80. SLOWBRO

FOUND AT: Seafoam Island Route 12, 13
GOTCHA!

81. MAGNEMITE

FOUND AT: Power Plant Route 10
GOTCHA!

82. MAGNETON

FOUND AT: Power Plant
GOTCHA!

83. FARFETCH'D

FOUND AT: Route 12, 13
GOTCHA!

84. DODUO

FOUND AT: Route 16, 17, 18
GOTCHA!

85. DODRIO

FOUND AT: Route 17
GOTCHA!

86. SEEL

FOUND AT: Seafoam Island
GOTCHA!

87. DEWGONG

FOUND AT: Seafoam Island, Cinnabar Island
GOTCHA!

88. GRIMER

FOUND AT: Cinnabar Island, Power Plant
GOTCHA!

89. MUK

FOUND AT: Cinnabar Island, Power Plant
GOTCHA!

90. SHELLDER

FOUND AT: S.S. Anne Route 17, 18
GOTCHA!

91. CLOYSTER

FOUND AT: Evolved from shellder
GOTCHA!

92. GASTLY

FOUND AT: Lavender Town
GOTCHA!

93. HAUNTER

FOUND AT: Lavender Town
GOTCHA!

94. GENGAR

FOUND AT: Evolved from Haunter when traded
GOTCHA!

95. ONIX

FOUND AT: Rock Tunnel, Victory Road
GOTCHA!

96. DROWZEE

FOUND AT: Route 11
GOTCHA!

97. HYPNO

FOUND AT: Evolved from Drowzee
GOTCHA!

98. KRABBY

FOUND AT: Seafoam Island Route 10, 25
GOTCHA!

99. KINGLER

FOUND AT: Seafoam Island Route 10, 25
GOTCHA!

100. VOLTORB

FOUND AT: Power Plant
GOTCHA!

101. ELECTRODE

FOUND AT: Power Plant
GOTCHA!

102. EXEGGCUTE

FOUND AT: Safari Zone
GOTCHA!

103. EXEGGUTOR

FOUND AT: Evolved from Exeggcute
GOTCHA!

104. CUBONE

FOUND AT: Lavender Town, Safari Zone
GOTCHA!

105. MAROWAK

FOUND AT: Safari zone
GOTCHA!

106. HITMONLEE

FOUND AT: Saffron City
GOTCHA!

107. HITMONCHAN

FOUND AT: Saffron City
GOTCHA!

108. LICKITUNG

FOUND AT: Unknown Dungeon
GOTCHA!

109. KOFFING

FOUND AT: Not in Yellow. trade only
GOTCHA!

110. WEEZING

FOUND AT: Not in Yellow. trade only
GOTCHA!

111. RHYHORN

FOUND AT: Safari Zone, Unknown Dungeon
GOTCHA!

112. RHYDON

FOUND AT: Cinnabar Island, Unknown Dungeon
GOTCHA!

113. CHANSEY

FOUND AT: Safari Zone, Unknown Dungeon
GOTCHA!

114. TANGELA

FOUND AT: Safari Zone
GOTCHA!

115. KANGASKHAN

FOUND AT: Safari Zone
GOTCHA!

116. HORSEA

FOUND AT: Vermilion City Route 10, 11, 12, 13
GOTCHA!

117. SEADRA

FOUND AT: Route 12, 13
GOTCHA!

118. GOLDEEN

FOUND AT: Cerulean City, Unknown Dungeon Route 6, 24
GOTCHA!

119. SEAKING

FOUND AT: Cerulean City Unknown Dungeon Route 24
GOTCHA!

120. STARYU

FOUND AT: S.S. Anne
GOTCHA!

121. STARMIE

FOUND AT: Evolved from Staryu
GOTCHA!

122. MR. MIME

FOUND AT: Route 2
GOTCHA!

123. SCYTHER

FOUND AT: Celadon City, Safari Zone
GOTCHA!

124. JYNX

FOUND AT: Not in Yellow. Trade only
GOTCHA!

125. ELECTABUZZ

FOUND AT: Not in Yellow. Trade only
GOTCHA!

126. MAGMAR

FOUND AT: Not in Yellow. Trade only
GOTCHA!

127. PINSIR

FOUND AT: Celadon City, Safari Zone
GOTCHA!

128. TAUROS

FOUND AT: Safari Zone
GOTCHA!

129. MAGIKARP

FOUND AT: Safari Zone, Fuchsia City Route 3
GOTCHA!

130. GYARADOS

FOUND AT: Fuchsia City
GOTCHA!

131. LAPRAS

FOUND AT: Saffron City
GOTCHA!

132. DITTO

FOUND AT: Cinnabar Island, Unknown Dungeon
GOTCHA!

133. EEVEE

FOUND AT: Celadon City
GOTCHA!

134. VAPOREON

FOUND AT: Evolved from Eevee with Water Stone
GOTCHA!

135. JOLTEON

FOUND AT: Evolved from Eeevee with a Thunder Stone
GOTCHA!

136. FLAREON

FOUND AT: Evolved from Eeevee with a Fire Stone
GOTCHA!

137. PORYGON

FOUND AT: Celadon City
GOTCHA!

138. OMANYTE

FOUND AT: Cinnabar Island
GOTCHA!

139. OMASTAR

FOUND AT: Evolved from Omanyte
GOTCHA!

140. KABUTO

FOUND AT: Cinnabar Island
GOTCHA!

141. KABUTOPS

FOUND AT: Evolved from Kabuto
GOTCHA!

142. AERODACTYL

FOUND AT: Cinnabar Island
GOTCHA!

143. SNORLAX

FOUND AT: Route 12, 16
GOTCHA!

144. ARTICUNO

FOUND AT: Seafoam Island
GOTCHA!

145. ZAPDOS

FOUND AT: Power Plant
GOTCHA!

146. MOLTRES

FOUND AT: Victory Road
GOTCHA!

147. DRATINI

FOUND AT: Safari Zone
GOTCHA!

148. DRAGONAIR

FOUND AT: Safari Zone
GOTCHA!

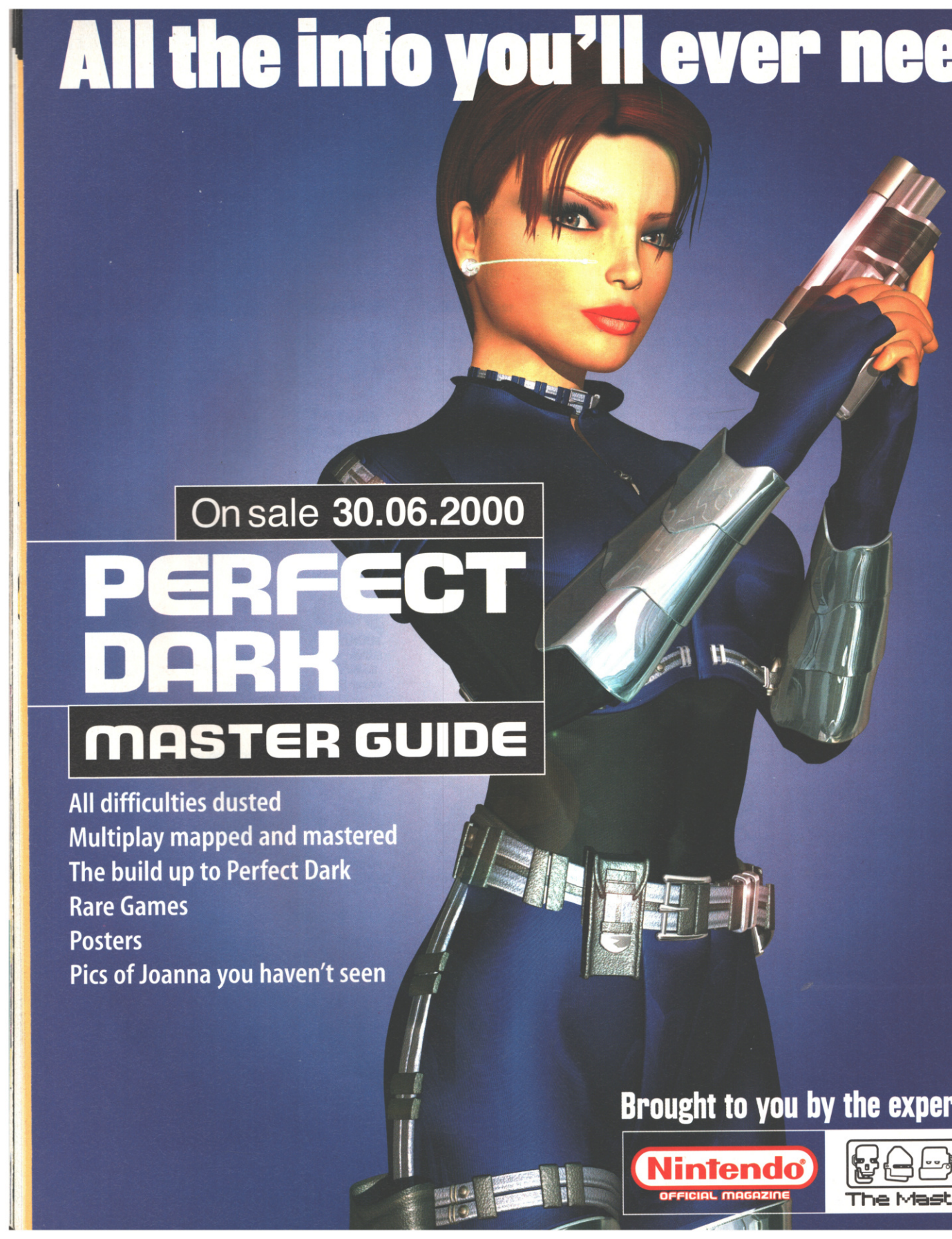
149. DRAGONITE

FOUND AT: Evolved from Dragonair
GOTCHA!

150. MEWTWO

FOUND AT: Unknown Dungeon
GOTCHA!

All the info you'll ever need



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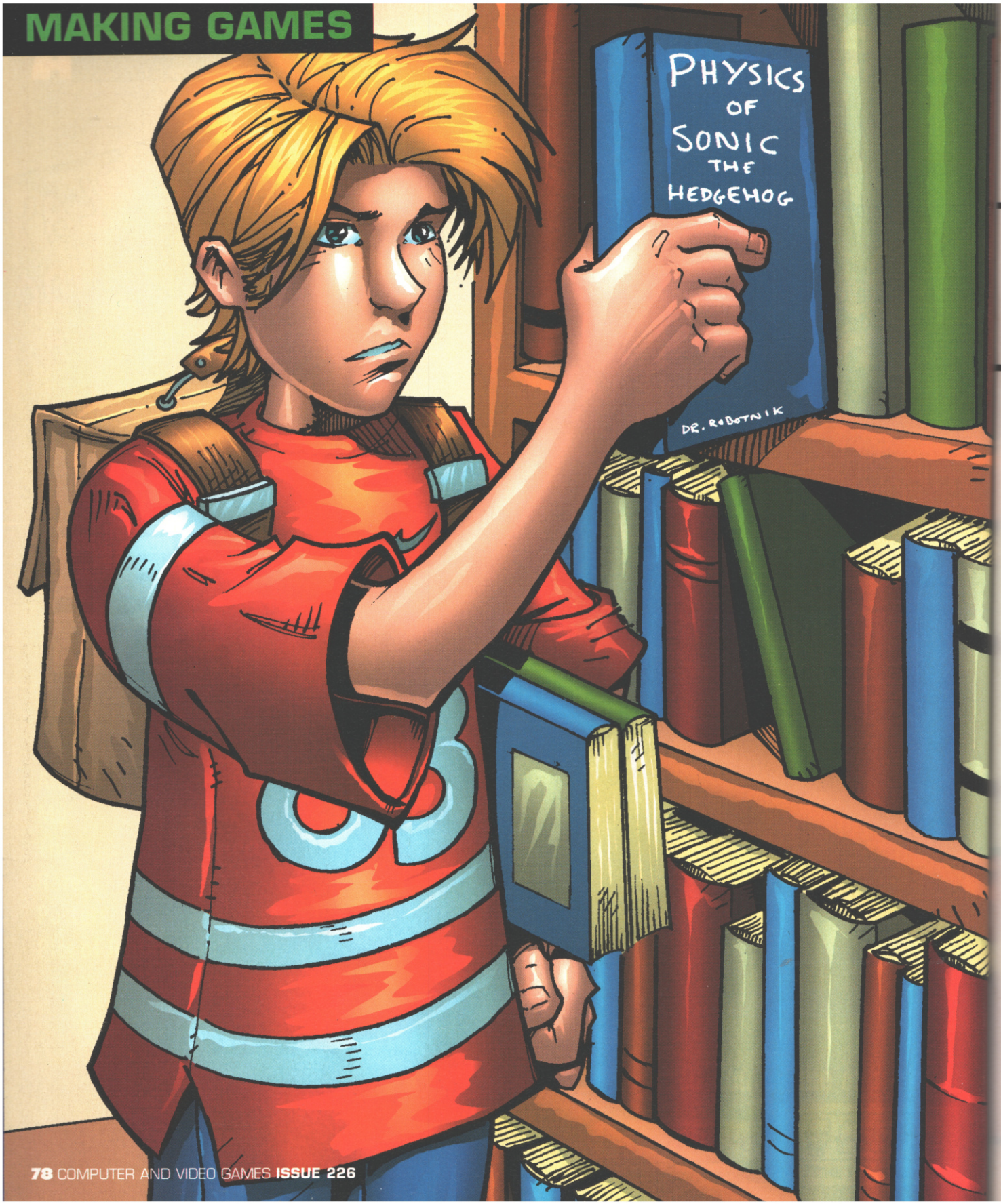
HOW TO GET A JOB IN GAMES

You need passion, drive and commitment to make great games. But how do you get a foot in the door? One CVG instant guide coming up.

The greatest game ever conceived exists in your head. You want to know how to get it out and onto a screen, and then the money will roll right in. Last month we told how games are made, and now we're going to give you a few pointers on how to get your name on the credits screen of The Next Big Thing. The bad news is, it's much more complicated than walking up to your local games developer, plonking yourself down at a workstation and telling the receptionist how you take your coffee. You're probably going to have to do some serious time in classrooms and lecture halls first...


PHYSICS
OF
SONIC
THE
HEDGEHOG
DR. ROBOTNIK

1 PLAY A LOT OF GAMES

If your number one hobby is building model railways, forget about making the next Mario. A lifetime of playing games teaches you a great deal, and if you want to be a playtester it could be all the qualifications you need. Apply to the developers direct. It's many people's dream profession, and there's lots of competition for a limited amount of places.

2 GO TO SCHOOL

If you want to be a programmer, GCSE subjects like Maths and Physics are very important. Designers will clearly benefit more from studying art. Whatever you're planning to do, make sure you get a good selection of exam results. It'll give you a good start for when you take A-levels, GNVQs or an HND and look good when you apply for a university course. You're never going to get your IT teacher to start drawing hedgehogs and rings on the blackboard, but it all stands you in good stead.

3 GO TO UNIVERSITY

As the games industry expands, Britain's universities are responding by offering degree courses all about creating games. Examples?

- **University of Salford offers a degree in Computer and Video Games**
- **University of Bradford does Video Game Design**
- **University of Abertay, Dundee teaches Computer Games Technology**
- **Teeside University does Computer Animation.**

And that's just four out of the 300 we got from the University and Colleges Admissions Service with 'software' or 'game' in the title.

'A' level requirements range between the three Bs you need to study Software Engineering in Birmingham, to the 12 points (three Ds) to study Games, Simulation and Virtual Reality at the University of Lincolnshire and Humberside. What percentage of graduates walk straight into jobs is currently unknown since many courses are in their infancy, although many have ties with the key developers in the area.

Coding courses are even more numerous, but make sure you sign up to learn the programming language C/C++ as this is what the industry expects. You'll also need to grow long hair and buy in some Iron Maiden T-shirts. Your school or college should have a UCAS directory of all the courses available in the UK and can tell you how to apply. You can also visit www.ucas.co.uk, which lets you search out a particular course of interest by name.

Before you get all sceptical, games companies are getting more professional and really do care about such qualifications - Codemasters has been known to even phone job candidates to check what class of degree they got.

4 THE BACK DOOR

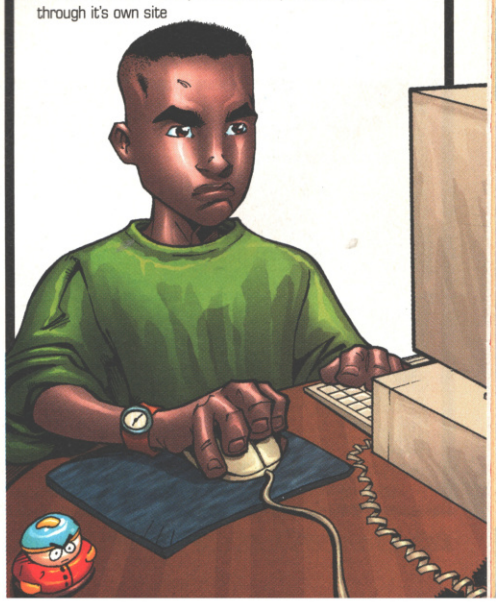
Assuming that *Metal Gear* guru Hideo Kojima isn't your dad, you'll struggle to land a technical position without formal qualifications. If you've got something to show that you've got the creative potential, it might open a few doors. Many people are getting themselves involved in producing modifications for PC hits like *Half-Life* and *Quake III* with exactly this in mind. You contact like-minded individuals using chatrooms and forums, discuss ideas, and pool resources. You might find you've got the sort of natural talent for level design or skins, and the end result is good enough for you to show off to talent-hungry developers. Grab the modelling software Q3radiant off the net, and you could build a scale replica of your bedroom to use as a *Quake III* level.

5 FINDING THE VACANCIES

If you've got the address of a games company, it doesn't hurt to send off a speculative application. Even if they're not looking for people at that time, they'll keep you on file. There are also a number of agencies that recruit on behalf of games companies, and these advertise in broadsheet job sections and some games mags. Many developer websites also list their current vacancies, and even if you can get in at a pretty low level, you can always work your way up. Many level designers start off as games testers, but learn enough on the job to make the step up.

6 WEB LINKS

- www.ucas.co.uk – lists every degree course available for study in the UK
- www.fileplanet.com – lots of enthusiast-friendly tools, including a *Q3* level editor
- www.intstudios.co.uk – check the Game On section for advice from a developer on how to get in
- www.datascope.co.uk – example of a recruitment agency site
- www.rare.co.uk – example of a developer that recruits through it's own site

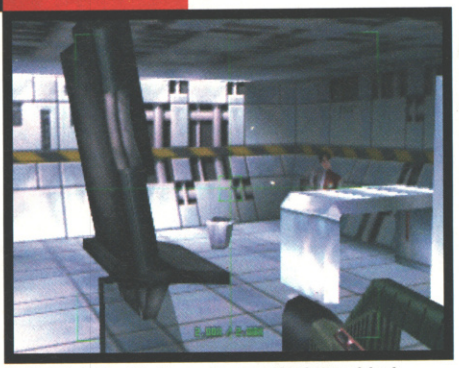


"A lifetime of playing games teaches you a great deal"

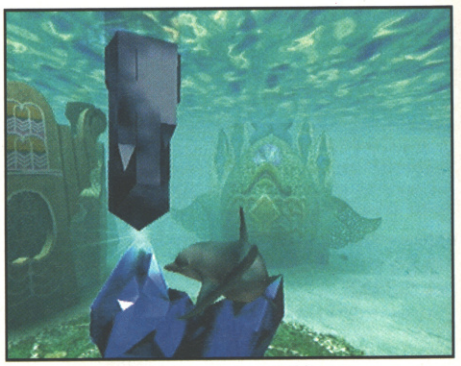
"Grab modelling software off the net and you could build a replica of your bedroom to use as a Q3 level"

WHAT YOU NEED TO KNOW

Is something about the world of videogames confusing you? Don't worry, The Masters will be able to sort you out. Just send all your gaming queries to the address on page 83. No sweat.



Perfect Dark: Area 51- Rescue: Perfect objectives explained



Ecco The Dolphin: Some tricky puzzles sorted for you

PERFECT DARK

How do I get on to a hoverbike? I press B next to one and all I do is end up pushing it around like a shopping trolley. I really want to do some serious hot-rodding but lovely Joanna keeps failing me miserably. You gotta tell me, what do I do?
Ian Saunders, Stockport

Sometimes we get questions like this that we just can't believe people ask. It happened again before with *GoldenEye* funnily enough, where one of the most commonly asked questions was, "I've shot the padlock off the gate in the Dam level but it still won't open, what do I do?" Stand next to it and double-tap B. Ta da!

I'm currently doing my nut trying to complete the Area 51 – Rescue level on Perfect Agent but I seem to be getting nowhere fast. I can't get into the place where the lab clothes were on easier settings and I don't understand what the objective that says 'Destroy computer records' means. I destroy computers but it says 'Mission Failed'. How on earth do I get through this level?
Rory Hill, Longmead

You've just hit on what we reckon is the hardest couple of objectives to figure out in the game, on probably the hardest level. Firstly, the lab clothes. You're barking up the right tree there, but yes, the door is locked. We haven't found a keycard on any of the guards and the only way we've been able to get that door open is to lure a few guards to the vicinity, make some ruckus and eventually a guard comes out of the door to have a look. Nip in, quickly! Once in there, the usual guy in the shower area isn't holding the lab clothes. Search all lockers in the whole area though and you'll find them. They are placed randomly in one of these. As for the 'Destroy Computer Records' objective, when you enter the area through the blown hole, turn right and follow the passage around to the right. Go through the door on the left at bottom of the slope. Punch out the lab technician and install a virus with your Data Uplink on the monitor here. Leave the room, go through the opposite door and do the same again. Then go back up the passage the way you came and through the next door on the right. Destroy the monitor in here to complete the objective. Simple when you know how.

ECCO THE DOLPHIN

Squawk! Cwaar! Click click click. Sorry, back to reality. *Ecco The Dolphin* is driving me bananas, or should that be pilchards? I'm on the Trial Without Error level and I have to find the Octopus Guardian. I've charged rocks, I've caught fish – hell, I've even saved another dolphin from the sharks but it just ain't happening at all. What do I do to nab this damn eight-tentacled beast?
Wendy Sparks, Hornchurch

You won't find the Octopus Guardian straight away but you're certainly swimming in the right direction. Try, try, try again and your underwater efforts will be rewarded in due course. Here's what to do. First get the Vigor Glyph to make you swim faster as you'll need some extra speed later. In the same area are some pointed rocks. Charge the brown one and it'll break off and smash a hole in the ground. Now save that nearby dolphin that you've met and take him to this new cave. The Octopus Guardian is inside and he wants to grab something. If the dolphin isn't with you, it'll grab you, but use your friend as a fall-guy and he'll be batted back by the octopus's tentacles instead. That way you can safely get into the Cave Of The Hidden Dreams.

computer and video games GUARANTEED WINNERS

Here's a selection of the best cheats we've stumbled across this month. Don't forget if you want to send in tips, you should head for Easy Money on page 60 where you can earn yourself a tenner for your troubles.

PC CD-ROM

■ ULTIMA IX: ASCENSION

To enter cheat codes for this mega massive RPG, use My Computer to open up the *Ultima IX* directory where you will find a file called default.kmp. If you open it with a standard word processing package (like Word), you will find a text line that reads [Cheat Commands]. What you need to do is add the following text underneath it and save your changes when you exit:
alt+shift+l=toggle_avatar_fly
alt+shift+i=toggle_avatar_invulnerable
Now start a game and during play hold Alt + Shift + l to fly and Alt + Shift + i for invincibility.

PLAYSTATION

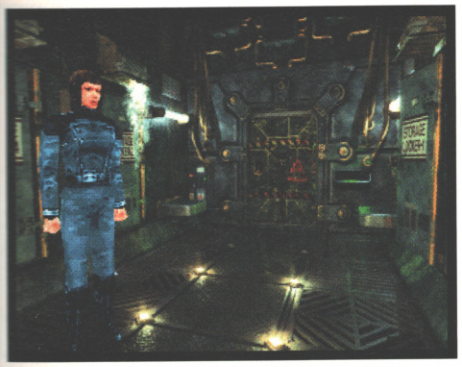
■ FRONT MISSION 3

There's a way to play this game with nigh on invincibility. Get to the end of Emma or Alisa's storyline. After the final credits, you'll get the opportunity to save a final time. Then the title screen will come up. Load up your memory card and when you start a new game it'll allow you to play the same or another storyline with all the battle experience from your previous game. Plus, if you want to find the best weapon in the game, wait until after Mission 46, then go to the ArmoredK website and check out BBS 3. At the bottom is a number (555-XKR-224). Go to the garbage pit in Auspend and dial this number into the Infernal Dialler there to get the parts for the Hoshun Mk112.

NINTENDO 64

■ INTERNATIONAL TRACK & FIELD: SUMMER GAMES

To make events that involve a run-up like the long jump a bit easier, press Up-C before starting your run. Your athlete will clap their hands above their heads, the crowd will cheer and the event will become easier. But you can only do this once in each three attempts. For something a bit more mental, you can get a



Martian Gothic: Unification. **Learn how to save your games**

Shogun: Total War. **Learn the basics of battle, Japanese style**

NHL 2K: **The secrets of better shooting. Pucker up!**

In the Atlantis Lost level I think I've done everything I can including all kinds of ring-jumping antics but I still can't find the fifth crystal. So please tell me what am I missing.
Patrick Reed, Greenford
There's a process you must undergo to find it. When you give the Guardian the first four crystals he produces some glowing blue hoops above the water. Jump through all of these then explore all of the buildings laid out on the ocean floor. One of these impressively large structures has an entrance that you can get through via the roof. Go and jump up into it. Check the four globes in this building to activate some new underwater jump rings. Swim down a nearby chasm, grab the Vigor Glyph and dash through all the rings. This'll expose the fifth crystal on top of the building at the end. Jump up to it after the last ring. But you know, if that sounds a bit confusing Patrick, just watch the demo for long enough and you'll see ickle Ecco do it himself!

MARTIAN GOTHIC: UNIFICATION

With a bit of spare cash I've just got this game and I think it's really good but there's one big problem. I'm a bit embarrassed about it and I hate to admit it, but I don't have a clue how to save a game. Am I just a prime candidate for some secret sterilisation program to stem the population explosion, or is there a bug in the game? Help.
Peter Nicholl, Hull
It's not a bug, it's just you can't read. But don't feel lonely, plenty of others have called in with this problem too. It's a bit unusual, but it is in the manual. Just access the computer, go to the Martian Madness game and select Save Game. We don't want to be judgmental but – is that really that hard, people?

SHOGUN: TOTAL WAR

This is one realistic game. But it's all a bit daunting. Short of me reading Sun Tzu's 'Art Of War', can you help me get started with this?
Andy Sofos, N London
OK, here's a few of the basics to get your army on the road to victory. Let's start with the training sessions. A good general has to know how to attack as well as where and when. The first skill to master is learning how to use the camera so you can look at your battle units from any angle immediately. Then work out how to quickly select a unit and how to make those units move or charge. After working out how to select and move a unit, next comes being able to recognise the different types (archers, heavy cavalry etc) at a glance, then how to group them into different formations (block, arrow etc), and how to group more than one unit together. Now the first Encounter. The lesson to be learned here is that if you hold the high ground then you'll invariably win. Instruct your archers to rain down arrows on the approaching Samurai until they near the top of the hill when you should engage them with your own Samurai. The next lesson is using cover. At the beginning of the next scenario you find your forces at the bottom of the hill this time. So you have to use the woods for cover as you move your guys round to the rear and flanks of the enemy before attacking. The final tutorial will need a mixture of all the skills you've learned so far. Put your archers on high ground where they can fire down on the enemy and use your Samurai to form a protective wall around them. Keep your cavalry free for use in a mobile role, harassing the enemy where it's most needed. One final thing – never let a unit containing your general be eliminated or the rest of your troops will experience a major loss of morale and performance.

NHL 2K

I'm having trouble shooting properly on this great looking DC sports game. I can get the ball up the pitch and create chances and even have just as many shots as the opposition. But they always score more than me. Can you give me some techniques to improve my shooting.
Chris Kemp, Wednesbury
OK mate, no problem. There is a specific way of placing the ball, but you need great timing to pull it off. If you press the Shoot button and tap a direction on your controller at exactly the same time, you can place the ball anywhere in the net you want to. For example, if you tap shoot and up/right together at the right time, the puck will zing into the top right corner of the net. Bet'cha didn't know that ey?!

MEDIEVIL 2

I've changed into the Gentleman's suit in Whitechapel but I still can't get into the club. Please, please tell me how to do it because if you don't my Mum will get it! Please help control my temper and save her life, I still want regular meals.
Patrick Sommer, Strathclyde
Friendly piece of advice Patrick, you might want to make an appointment with a stress councillor as soon as possible. Anyway, in order to look a proper gent, you need more than the suit – how about a beard too. Start by unlocking the tomb in the graveyard where you enter the level. To do this, you'll need the Unicorn and Griffin Shields. One is behind the book shelf in the house to the right of the club. The other is in the small graveyard. When you unlock the tomb, kill the dead gent and his hordes of zombies and the beard will be yours.

metal athlete if you finish first in Championship Mode. When you do this you are awarded a name. Use this name in Olympic mode and you'll compete as Metal Man. The name you get changes depending on the country you choose and you'll get different colour robots by completing Championships with different nations.

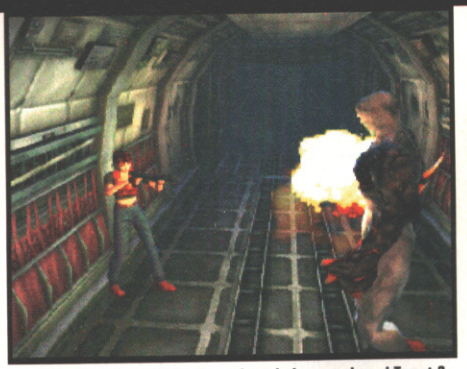
DREAMCAST

■ SAMBA DE AMIGO
This game is sweeping the Far East like a pop phenomena and the crazy maracas shake-a-thon is now thankfully set for release in this country. But, those privileged enough to be able to play a Japanese version may be a bit stumped by the various play modes. We can't give you a literal translation, but if we explain the various games available you'll get an idea of which is which and what you have to do to get anywhere.
● BATTLE LOVE LOVE: MINI GAMES (two-player). Battle: Build up a bomb rating and, when it reaches its maximum, send it over to your friend to do them damage. Love Love: Two-players co-operate to get through a song and build up the highest 'love ranking' possible.
● ONE STAGE MODE MINI GAMES (in order from top to bottom)
Whack A Mole: Hit the mole with your maraca when it appears in one of the six holes. Power Rush: The mole is now a rock and you have to shake your maracas hard to destroy it. 1, 2 Samba: Numbers 1, 2 , 3 and a bomb appear in random places - hit them in the right order as quick as you can. Pose And Pose: Do stance after stance as instructed by the game to accumulate points. Monkey Replay: Simple Simon with Maracas! Also, check www.computerandvideogames.com /VM for a free download of all available songs and even new ones including the *Sonic Adventure* and Afterburner themes.

***Samba De Amigo* is getting import DC owners grooving the land over. But understanding the Japanese text ain't exactly easy**

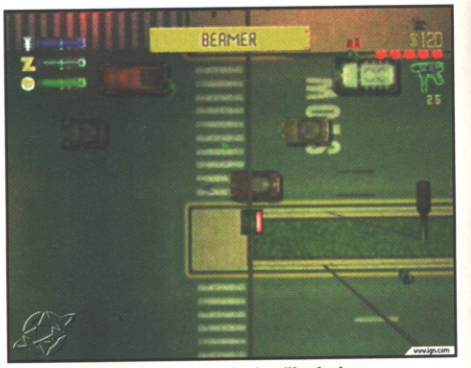
EXPERT ADVICE

The Masters



Resident Evil Code: Veronica: beat the paintings puzzle and Tyrant 2

Galerians: Know your drugs: beat that floating bitch, Rita



Grand Theft Auto 2: we get you going in a life of crime

RESIDENT EVIL: CODE VERONICA

I got a copy of this and all I can say is the Dreamcast continues to stun me. What a game! But I'm stuck on one of those famous *Resident Evil* puzzles. I've just got past a bit where Steve kills his dad and I'm now in a room with seven paintings. Each painting has a switch underneath it and I think you have to press them in the right order to be able to continue with this shock-a-minute plot. Am I right? What do I do?

Graham Middleton, Scarborough

Yep, that's the idea Graham, and we guess you haven't played *Resident Evil 1* because there was a similar painting puzzle in that game too. Hit the switches in this order: 1) Painting of the woman 2) Man with two babies 3) Man by himself 4) Man with plate 5) Man with book 6) Man with candle 7) Big painting. Do this puzzle correctly and the wall with the large painting will swivel, exposing a new painting and a vase. Take the vase and check what's inside. Or, if you become really annoyed and totally stuck on something, visit www.computerandvideogames.com/vmu and download a save game to your VM that allows you to start a new game with all items and weapons in the first item box.

Knock knock. Are you The Masters? I think I'm very near the end of disc one, and I've got one hell of a battle on my hands. It's our old friend Tyrant 2 and I'm on a plane. I die pretty much as soon as it appears and I'm totally stuck. Have you got any tips for killing this dreadful beast?

Luke Grey, Hereford

That one. Oh yes, a very hard boss that one. You haven't mentioned what weapons are in your inventory and, by the sound of the trouble you are having, maybe you've missed the Grenade Launcher. After using the second shield you'll get a blue card with the Ashford symbol on it. Use this in the area where you briefly played as Steve to get it. That'll make your life easier. Now for Tyrant 2. Keep him away from you. This is absolutely essential. And if you are running low on Grenade Launcher ammo, switch to Bow Gun Arrows. Keep dodging and making sure he doesn't get close to you. If you are caught in the corner near the door, he'll maul you and if you are near the cargo door, he'll throw you off the plane. The trick is to fill him full of ammo and lure him out to near the cargo door. Now you'll have to dodge him and hit the blue button. When he lunges, dodge, and when he's correcting his movements, get to the button quick and press it. He'll fall off and you'll be rewarded with a cool cut scene. One final thing. Only press the button when it's blue. If you press it when it's red, then it'll have to recharge and you'll wait longer. Good luck.

GALERIANS

It's boss battle time again in the Ridley household and my latest efforts have been in the weird and wicked *Galerians*. It's not the usual type of boss name either but this bird called Rita is caning me to bits. I need help on how to beat her before my mates discover that a) I've been beating on a girl and b) that she keeps laying the smack down on me. Help me. And now.

Steve Ridley, Weston Super Mare

The problem you are probably experiencing Steve, (other than that one in your personal life) is that Rita, unlike Birdman and Rainheart, spends most of her time floating around and immune to any of your attacks. Wasted any drugs yet? Use Skip, and unload as much Red as you have on her. If you're feeling really cheeky, then hit her with a small amount of Nalcon after that. As for her attacks, they mainly involve chucking tables at you, but everything follows a pattern. You can tell which attack she's going to do by her movements and the stage of the fight that you're in – just find the best places to be to dodge each attack and you're laughing. There's a really cool FMV at the end of this so you do get rewarded for your efforts.

GRAND THEFT AUTO 2

I'm new to the world of *Grand Theft Auto* and have just picked up part 2 for my Dreamcast. Get me going please, I'm attempting missions but don't seem to be achieving much.

Malik 'Gangsta' Khan, Nuneaton

OK, budding crime-god. The first thing of all is to answer the telephone that's outside the church and complete a handy little tutorial that'll help you grasp the basics. But apart from that, here are a couple more things. You can choose the harder missions by answering the red phones but we really wouldn't advise it until you've completed the earlier missions. These teach you the techniques and ways of doing things that you'll need to master by the time you tackle harder tasks. Next up, avoid driving vehicles like the Trucks or TV Vans as they are far too slow and you'll be caught quickly. And don't unnecessarily attract the police's attention by running over pedestrians etc – this can make the difference as most missions are quite easy if you aren't being hassled by the Filth. A few more pointers: don't drive through a rival gang's turf when you don't want to be shot at, save police bribes for when you are over a Wanted level of three, and use respray shops whenever you have the money to. Go for it, bad boy.

computer and video games GUARANTEED WINNERS

Here we go with a load more cheeky cheats we've got wind of recently. If you fancy sending your own tips and cheats while earning a tenner at the same time then turn to Easy Money on page 60. Go on, we're waiting.

DREAMCAST

■ SWORD OF THE BERSERK: GUTS RAGE

Hot off the press, these are the extras for completing this hack and slash fighter. To get the Battle Arena, complete the game on Normal difficulty setting. To get the No Limit mode, beat the game on hard difficulty and to get Puck's mini game, complete the game on Easy difficulty setting.

■ ZOMBIE REVENGE

Zombie Revenge has been floating around on Beta now for a long while but now at last it's tweaked and improved and ready for a release. What they've done is to add an option with a link that directs you to their website, where you can download any cheat, including invincibility, all weapons and levels, to your VM. If you have the game, don't forget to look in the Options menu.

PC CD-ROM

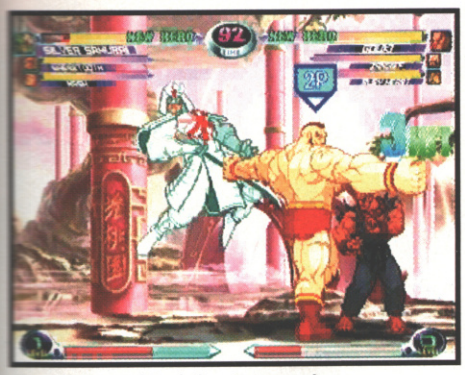
■ GROUND CONTROL

There are a number of cheat codes, and thankfully they were released almost as soon as the game came out. In order to get to the cheat entry window, have the Main Menu on screen and hold M+S+V, then bring up the window by pressing (~). To have invincible units, type in 'god' (turn off by typing 'not god'.) To unlock all Campaign missions in the game, type in 'gimme maps'. Find these missions in the Custom Game Menu. Unlock 'Secret Sabotage' mission by typing in 'the new generation of ots-games'.

NINTENDO 64

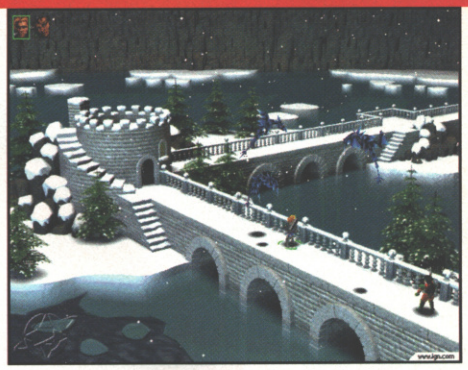
■ ALL STAR BASEBALL 2000

Dreamcast doesn't have the monopoly on realistic graphics – take a look at the motion captured realistic movements in this cool baseball sim and dropped jaws will be the order of the day. Wicked



Marvel Vs Capcom 2: top funky extras exposed

Excitebike 64: all the bikers' special moves explained



Silver: know all the Special Power locations, just like that

DONKEY KONG 64

I have two questions concerning *DK*. I've faced King K Rool already and have found some difficulty beating him, any tips? Also, I've decided to get everything so I can get the very long ending with the Dolphin Demo in it so, where are the Battle Crowns in DK Isles? Any tips?

Sandra Small, Huddersfield

Right, we'll keep this short. King K – As DK, learn his punch timing and splat him from out of the barrel at the right times. As Diddy, fly up to the lights at the top and shoot the targets on them with the Peanut Popgun so they fall on Rool's head. As Tiny, jump into the Mini Monkey barrel and go into Rool's boot. Tickle it's feet at the right opportunity. As Lanky, pick up a barrel and throw it on the floor. Stand on the Trombone Tremor pad and play when a Banana and Rool are lined up so he runs towards you and slips. Finally, as Chunky jump into the Chunky Monkey barrel and Primate Punch the invisible Rool when his shadow is near you. OK, Battle Crowns, DK Isles. The first is outside Snide's HQ – get Chunky to move the heavy boulder. The next is in the Fungi Forest HQ. Shoot the ceiling mushroom with the right character, depending on the mushroom's colour.

MARVEL VS CAPCOM 2

***Marvel Vs Capcom 2* on the Dreamcast is, well, a dream! There's loadsa moves in the manual but are there any hidden ones by any chance? What about extras? I'm dying to find out if there's anything I can show off with.**

Ed Shelbourne, Leigh-On-Sea

There are a few things Ed, but no hidden moves you don't know already. The character Dan has a secret intro. To do this put him as the first character in your line-up and hold down X (light punch) before a battle begins. Sakura has a number of selectable winning poses, so you can choose which one to use to torment your losing mate further. Just hold one of these buttons as soon as you win a contest. Low Punch: A laughing Sakura lifts an arm up as flowers fall down around her. Low Kick: she does a silly dance, with kicking moves, her shoe flies off and hits her on the head. Sometimes you can continue playing after a battle is finished. If you press Start just at the right time during your character's winning pose, you can regain control and continue beating up (or even juggling, if you're good) your knocked-out opponent. And finally, check www.computerandvideogames.com/vmu for a full *Marvel vs Capcom 2* downloadable VMU game save with all characters. Coming soon.

EXCITEBIKE 64

Each biker has got their own special trick pose but I can't find any of them. This is where you come in and make a wannabe stunt rider very happy.

Mark Crispin, Oxford

Keep smiling Marky, here they come. A little note first: the numbers we're using correspond to their position on a clock and illustrate the way you turn the 3D stick. So, if we for example say "turn the stick 12 to 6" we mean move the stick from the top position in a clockwise direction to the bottom position. Clear? Let's go. 'Jumpin' Jim Rivers – Superman: hold C-Down plus turn stick 12 to 6. 'Tricky' Ricky Stern – Kobe: Just before hitting the air, hold C-Down and turn the stick 6 to 6 anti-clockwise. Sarah 'Sugar' Hill – Cordova: Hold C-Down and R and turn stick 6 to 12 clockwise. Bobby 'Big Dog' Malone - Lazyboy: Hold C-Down and turn stick 6 to 12 anti-clockwise. Nigel 'The Duke' York – Double Can Can: Hold C-Down + R + Left. Vicky 'The Vixen' Steele – Fender Grab: Hold C-Down + R and turn stick 6 to 12 anti-clockwise.

SILVER

Greetings ye Masters. Upon stumbling across the adventure called *Silver* for the Dreamcast I happened upon a 'Special Move'. What is it and are there any more I can learn?

Nicholas Pierre, Stoke

These are, funnily enough, special moves you gain as you get deeper into the game. It's essential that you gain them all because most of the boss battles and other confrontations towards the end demand that you use the special powers you've acquired. Here's a quick table explaining which ones you gain and where you get them from.

Special Power	Location
Web Of Death	Ben in the Rebel Camp teaches you
	the first time you speak with him
Reaper	From scroll found in Othias's Tower
Cleaver	From scroll left behind by an enemy,
	close to the tavern in Rain
Scythe	From Scroll left behind by an enemy
	monk in the temple of the monastery
Falcon	A rebel teaches you at the entrance
	to the sewer system
Hurricane	From Scroll behind wooden door of the
	library entrance (Gold key needed)
Berserker	Ben in the Rebel Camp teaches you
	near the end of the game
Armageddon	Found on a scroll in locked sewer
	room (rusted green key needed)

playability too – it's a hooome run! So here come a bunch of cool features you can unlock with a little help from the masters. To see speed trails coming from behind the baseballs, type in WLDWLDWST at the cheat entry screen. For batters to fly back to the dug-out when they are caught or run out enter FLYAWAY at the cheat entry screen. To play as a lizard team, select an Exhibition game at Kauffman Stadium. Try and hit the 'Win A Lizard' billboard and when you do, your whole team will transform into scaley two-legged lizards! Awesome! One more thing, for small players, enter TOMTHUMB at the cheat screen.

GB COLOR

Get new mission objectives and listen to any of the in-game sounds on cue for your GB Color *Metal Gear Solid*

■ METAL GEAR SOLID

Some fantastic ports are coming from home consoles to our portable friend, not least of which is *Metal Gear Solid*. Complete this game on the Easy setting to unlock a mode where you can play through any stage in the game with completely new objectives to fulfil. To unlock an option where you can listen to any sound effect or tune in the game at any time, complete all of the VR missions in both Practice and Time Attack modes. Bob's your uncle.

Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW, THE MASTERS, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP

THE RIOT STUFF

How to get ahead in Lea Monde

WORDS & SCREENSHOTS: JOFF BROWN

THIS MONTH: What's the Story?

Vagrant Story **has to rank as one of the most gripping RPGs ever and its red-hot combat system is a wonder to behold. But if you're wondering why you trash one monster only to be torn apart by the next, or if you can't get past the next giant, skull-crushing boss, look no further: We'll fill you in on all the ways to win.**

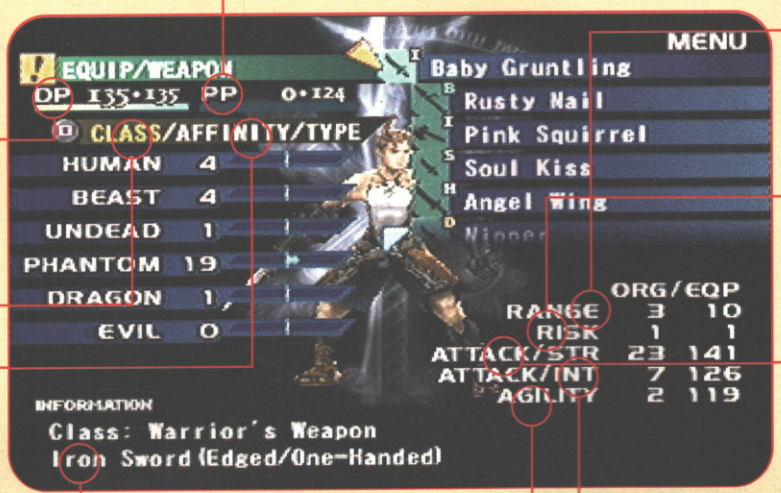
FOUR GOLDEN RULES

Just for starters, here are the most important things you should remember as you battle your way through Lea Monde. Stick to them like glue.

1. **Try to specialise with only three or four different weapons and stay with them.**
2. **Learn to chain attacks. Being able to put three hits together minimum is vital.**
3. **Get to grips with the defence abilities, especially Reflect Damage and Reflect Magic.**
4. **Improve your weapons by combining them in the workshops as often as possible.**

WEAPON STATS

These are your bread and butter, the tools of your trade. If you don't know your weapons in *Vagrant*, then you're ghoul-bait. It may seem a lot to get your head round at first, but open the Equip Weapon menu and start learning or it's game over before it's begun.



PHANTOM POINTS

The more you fight with any one weapon, the higher this total gets. When it is at its maximum, your weapon damage will be doubled. A great reason to stick with the same weapons as much as you can

DAMAGE POINTS

Weapons will lose damage points through wear and tear in battles. You can repair all your weapons at any workshop, but you lose a corresponding amount of phantom points when you do. So strike a balance

CLASS

Use a weapon repeatedly on the same class of monster to increase its effectiveness against them. Specialise your weapons in one or two classes of creature as long as they are adjacent on the list or you'll lose the points you've already built up

AFFINITY

Clicking square will bring up the weapon's affinity to the seven elements: physical, air, fire, water, earth, water, light and dark. If a weapon's not working against a monster, check its affinity – maybe that'll be why

MATERIAL

The better the material, the better the weapon's stats. Combine Iron and Bronze to make Hagane blades, but you'll have to play long and hard to find Damascus weapons

AGILITY

Agility affects the likelihood of each of your blows landing. If you use a big weapon with low agility but high damage, you can equip accessories that raise agility again to compensate. This also affects jump distance

RANGE

Tiny weapons have a low range reflected in the radius of your battle sphere. Longer range weapons, like crossbows and polearms, are great against fast moving or teleporting creatures like Phantoms

RISK

This shows how much your risk factor is increased every time you strike with this weapon. Pulling off long chains with a weapon adds a lot of risk which means you inflict less damage on your opponent

STRENGTH

The score on the right shows the damage you'll do with this weapon. It's modified by the other stats like affinity and class depending on your opponent, so don't expect a strong weapon to always deal the pain

INTELLIGENCE

If you want to concentrate on spell-casting then try something with a high INT rating. It'll increase your spells' effectiveness, though mightn't make such a great weapon. What do you want to be, warrior or wizard?

BATTLE MODE

There's no other RPG with a combat system like this. It's a combination of tactical nous and expert timing. Every time you draw your weapon and hit the attack button, the action pauses and the battle sphere springs into life. Here's how it all works.

YOUR STATS

Keep magic and health high and do all you can to lower your risk. If it gets high, you're more likely to be splatted. In Battle Mode, HP and MP recover more slowly and risk decreases at a snail's pace

STATUS ADJUSTMENTS

This shows what status modifiers are in effect at the moment. These could be a result of spells cast on you by enemies or yourself, or from poisoned or cursed attacks. These can affect strength, intelligence or agility. Ignore at your peril

ATTACK INFORMATION

This shows, in order, whether your attack will injure single or multiple body parts (Single), what type of weapon you are using (PRC), your weapon's best affinity score (LIT), and what class your opponent is (Dragon). Pretty useful, eh?

DAMAGE

This shows how many HP each blow will take off the enemy. This changes slightly from blow to blow depending on chance. If the damage shown is zero, then you'll need to think about changing weapons, using magic, or relying on your chain attacks

BATTLE SPHERE

This shows the extent of your weapon's range. If it's inside the sphere, you can hit it. If it's outside, you can't. Sometimes only a part of a creature will be reacheable such as the Dragon's head in this screenshot

TARGET LOCATION

Select an available body part to strike. Multiple enemies'll show up with different coloured boxes. Hitting legs will eventually reduce enemies' movement by 50% while targeting arms can halve their attacks

HIT PERCENTAGE

The chance your blows will land is shown here. If this figure is zero you'd better think again. Some enemy body parts are easier to hit than others so balance the chance of hitting with the likely damage done

BATTLE ABILITIES

This is what it's all about. You'll get huge satisfaction when you pull off that 15th chain to slay that giant dragon with your customised dagger, though it's not easy. Learning how to use your attack and defence chains well is the core of this game.

CHAINING ATTACKS

Choose combinations of chain attacks that work best on the enemy you're fighting. For hardy foes, you can use the deadly Crimson Pain attack for more damage – but it'll hurt you too. For magic-wielding foes, try assaults that strip their magic like Mind Assault and ones that add to yours like Gain Magic. You should reconfigure abilities between battles depending on your opponents as you can only choose from three during the ruck.

Chaining attacks is all about timing. Battle Abilities are assigned to the top three buttons and when you see the red exclamation mark, hit one. You can carry on doing this to string long chains of hits together. You can't do the same attack twice in a row, and the timing fluctuates. The longer the chain, the higher your risk gets and the more accurate your timing needs to be.

Here, Ashly starts his chain with the very clever Heavy Shot, which does damage equal to about half of your first hit

He follows on nicely with a Gain Magic move which will restore mana without having to wait around. And he'll need it...

...'cos this hefty Crimson Pain attack doesn't just dish out pain to your foe, but hurts you too. So a healing spell may well be required

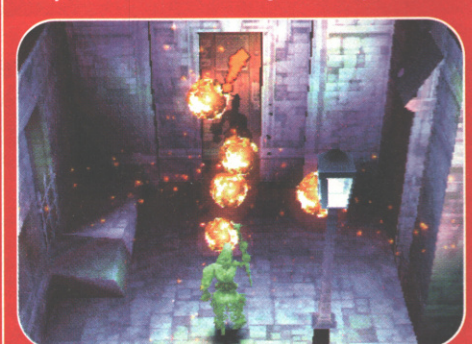
DEFENCE ABILITIES

When you see the red exclamation mark above your head during an enemy attack, whack square, triangle or circle to trigger your defence. You have to be spot-on but it will make all the difference. Don't think you can just listen for the sound of a hit – the critical point on some attacks occurs before or after the actual strike.

The first and most useful of the defence abilities to recover is Impact Guard. Use it right and you'll only suffer half the physical damage meted out. There are similar defences for each of the elements but if all else fails, fall back on this one.

Reflect Damage and Reflect Magic are a must. If you ever come across an enemy who laughs at your pathetic weapons, you can still reflect its own damage back on it. In fact, this is so useful it's almost an imbalance in the combat system. Very few enemies can block it so you may find that stocking up on cure items is all you need to defeat mega-powerful monsters.

Ashley strikes back with Reflect Damage on this nasty critter



It's Reflect Magic he'll need here to chargrill this green fella'

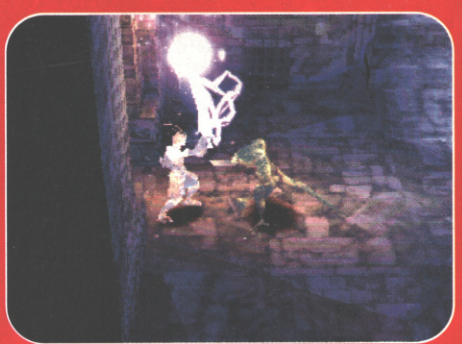
Ashley effortlessly avoids half of the damage with Impact Guard

BREAK ARTS

Break Arts are earned when you've used a weapon type for a certain number of times. They're a kind of super attack which drains some your energy to carry out. Small attacks drain 25 HP but big ones can take up to 75 HP. Ouch! Use these ones sparingly.

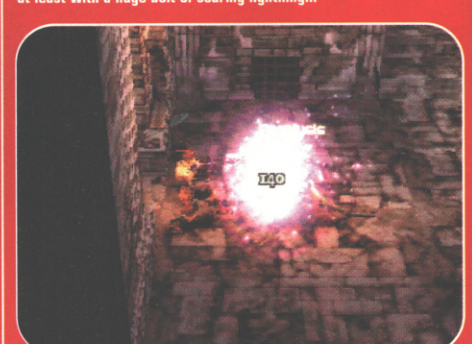
It's worth it though: Break Arts are not only powerful, they don't raise your risk like normal attacks either. If you've got healing power and a dangerous enemy, Break Arts are the way forward. Make sure your risk is at zero to get the greatest effect from them, though.

Another bonus with Break Arts is that they have their own intrinsic type, so an Art you might learn for one of your piercing weapons may actually be treated as a blunt attack. It's a matter of preference, but some players will use these Arts more than other attacks.



The anatomy of a great piece of Break Art. Like performance art only slightly less terrifying to children. Ashley pulls mana from the sky...

He strikes his mortal foe with great vengeance and furious anger, or at least with a huge bolt of searing lightning...



And does a very large amount of damage indeed. This lizard man will think twice before taking on Mr Riot again, you can be sure of that

THE WEAPONS

As well as a master swordsman, you'll have to be a master craftsman to excel in *Vagrant*. You need to be aware of how each weapon works, how to fix it and how to forge ever more vicious implements in the many workshops scattered around Lea Monde.

EVER WANTED TO BE A BLACKSMITH?

Every weapon has a type: blunt, piercing or edged. All the enemies you encounter will be more or less vulnerable to these types, regardless of their class. Check out page 88 for advice on which monster types are weak against which weapon types. If your weapon's not doing the damage, it's probably 'cos you're using the wrong type. Checking out the class of your enemy will give you some hints about which weapon to use, but it's often down to learning each enemy's weakness.

The best way to improve your armoury is to combine blades to make ever more powerful weapons. When you enter a workshop, you'll be told what sort of metal you can work with. Don't expect to be able to work the stronger silver, hagane and damascus metals in the early workshops. First dissemble your weapons and then combine blades of the same sort to create stronger ones. Once you've combined blades, snap them back into a grip and name your new weapon.

Any class or affinity bonuses your blades have will be kept by the new one you've forged, but if you combine blades with conflicting stats, they can cancel each other out, spoiling both your blades. The same goes for armour and shields. But if you always remember to combine weapons and equipment of similar strengths then you'll do well. This process is one of the vital aspects of this game – if you don't master it, you'll struggle, especially in the later stages.

These workshops are not only the height of rustic elegance but they're damned effective at helping you out with all manner of weapons-related malarkey. Be prepared to hop from workshop to workshop to combine exactly the sort of blades you want, though

If you combine bronze and iron you might end up with hagane. Then again, you might not. Fortunately you can check what you're about to get before you mash your two best weapons together forever. So you can be sure what you are about to produce before you combine

By the time you reach the later stages of the game you should have created good enough weapons to kill the bosses, and affinities and types will become less important. Having a classy weapon won't make it easier to pull off thundering good chains though

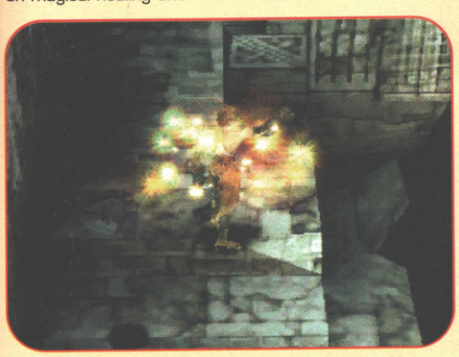
"My weapon does no damage!"

MAGIC

Magic may not win many battles by itself but it's loads of help. Before casting any spell, check it's got a good chance of hitting its target, just like you would with physical attacks. You'll get access to four types of magic, plus teleportation later in the game.

SHAMAN

Shamanic spells are good for what ails you. Don't be afraid of using the brilliant Heal spell whenever you need it, even during battles – it only costs 5 MP after all. Magic regenerates quicker than health, so don't skimp on magical healing after battles either.

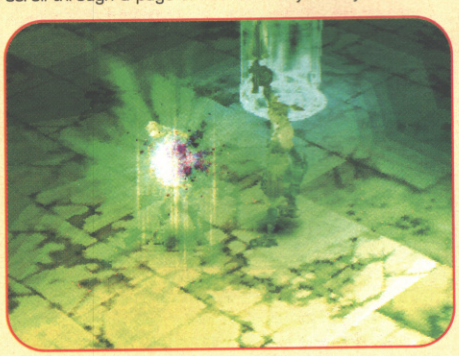


Because your Magic Points regenerate much faster than your Hit Points, the best way to heal yourself after a battle is with a nice refreshing Heal spell. That way you can save your Cure Roots and Bulbs for mid-battle when you want to be using all your available MP's for combat magic. At least there's no waiting in smelly hospital casualty departments for our Ashley that way

SORCERER

Sorcerer spells are the most useful because they raise or lower stats. You can only have one attribute increased at one time, so don't get crazy and cast Herakles, Invigorate and Enlighten together.

Casting Silence can stop enemies like gremlins casting spells on you, but only until another spell of any kind is cast on them. When you cast the Analyse spell, check the Status option in the menu. Pressing R1 will scroll through a page of info for every enemy.



Casting Leadbones on this scaly mutant ensures it'll never have enough agility to hit back. Result: one very ugly corpse

ENCHANTER

This school of magic allows you to give one of your items extra offensive or defensive power against one of the elements. The trouble is that you can only have one of these spells running at any given time. So you have to make the call as to whether it's your attack or defence that needs beefing up most and stick with it.

You may not find you have to use the enchanter's spells all that often, especially if you've collected a load of gems along the way. But when you come up against a particularly difficult creature to take down, you can always use both gems *and* spells on your weapons to give them that extra bite

MAGIC continued...

WARLOCK

You might think that offensive magic would be the coolest in the game, but you may find you hardly ever use it. Good magic users will be immune, and you might as well beat everything else up physically. Warlock magic does work well against elementals if you have a spell that uses their opposite element to attack, though.

This lizardman will shortly be on the receiving end of some Warlock magic. But come up against any beast worth it's salt and it'll most likely be immune to all you can throw at it anyway. Oh well

TELEPORTATION

When you've won your first encounter with a lich, you'll be given the power of teleportation. No more running around like a prole for you! You can't access it by pressing R2, though. Press triangle and you'll find it under Magic. Teleportation costs 15 MP plus 4 for every further save point you wish to jump to.

Time for an impressive magic trick. Now you see him...

...Now you see him in another place. Public transport at its finest

A DIFFERENT CLASS

The six classes of monster that you face all have weaknesses to certain types of weapon and magic. Remember – know your enemy

HUMAN

The most common humans you'll be fighting are Guildenstern's Crimson Blades. Each of these is susceptible to a different type of weapon, so chop and change to find the right one. They'll want to Tarnish your armour and cast Herakles on themselves for strength, so fight back with Prostasia and Degenerate. Remember: blunt weapons are often the best against armoured foes

BEAST

Furry beast types are often susceptible to edged weapons. They're not the most intelligent of foes so you can use most spells to your heart's content with good effect. Some, like the genuinely disturbing Harpy, won't even attack when you enter the room so you can just run past them if you want. All in all, the beast class will probably give you the least worry during the game

UNDEAD

The undead are weak against silver weapons, just like in legend. Yeah, yeah, it should be werewolves, but who's complaining? They're not very quick so don't wait for that lazybones to rise up off the floor, strike it down when you can. And with the experience you'll get from trashing guys like this, it won't be long before you're reducing even the most powerful undead to bonemeal too

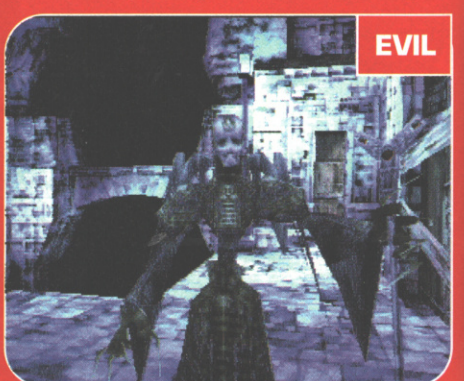
PHANTOM

Whatever you do, don't try and use piercing weapons against this spooky class, as they'll go right through. When you encounter teleporting phantoms, simply wait in one place for them to appear and go for the ghostly throat before they attack. Elementals are your biggest worry. Check your gems and equip them on your sword or shield and use Magic Ward if you have it for their first onslaught

DRAGON

Although dragons and lizardmen are some of the strongest enemies in the game, they don't try anything fancy like magic or Break Arts. So it's a good idea to train yourself up against this class with some kind of great sword. Practice on the lizardmen that constantly spawn in city wall sections if necessary. Reflecting damage can also tip the scales in your favour (scales, dragon, geddit?!).

EVIL



The powerful Lich and the immensely irritating Gremlin both belong to this class. Remember that Evil as a class is not the same as Dark – which is an affinity – so your Light gems or spells are no help here. For tactics, apart from the usual gems, check out the Spirit Surge spell for starters. This lot will hit you with a lot of status spells like Degenerate so keep a supply of appropriate remedies handy

MY BOSS IS GIVING ME HELL

A selection of the nastier bosses. Beat this lot, and you'll be well on your way to finishing 'cos the character progression system means the later bosses are actually easier once your weapons have more power.

GOLEM

What's going on here? You may well find that when you reach the Golem none of your weapons do any damage. Don't panic. If even blunt weapons have no effect, stock up on healing potions and go to battle with full MP. Learn to use the Reflect Damage defence before you face this guy. If you get it right, you'll still suffer damage but you'll be returning some every time it whacks you

DRAGON

What a fearsome enemy. This incredible dragon can only roast you if you're in front of it, so get under its neck and strike its head with a piercing weapon or its tail with an edged one if you can reach. Failing that, it's back to good old-fashioned Reflect Damage against that tail attack. Persevere: these strategies will work for all dragons, but later on you may find your weapons do more damage

OGRE

This ugly boy isn't human – he's actually in the beast class. Don't expect to be able to chain loads of attacks on the ogre (or later, the ogre lord) because after the first couple they'll shake them off and you'll just be raising your risk needlessly. Your main challenge will be to keep up with him – if you can't he'll cast Degenerate on you. So why not give him a taste of his own medicine?

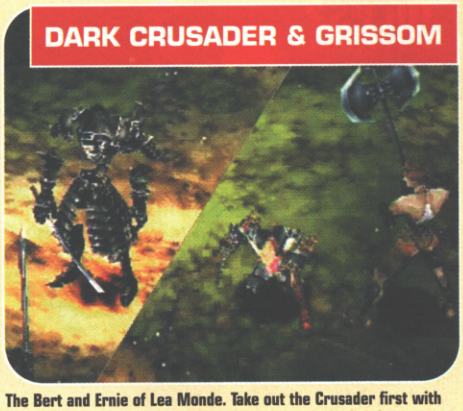
FIRE ELEMENTAL

This battle will act as a template for fighting all sorts of elementals during the game. You may not have the particular guard and offensive spells needed, so check your gems and weapons for phantom class bonuses and remember that if you can block most elementals' first attack –which is their most deadly – you'll have the chance to hack them down as they don't have more than 400 HP

GIANT CRAB

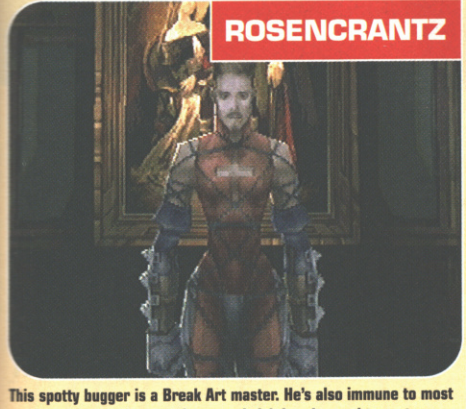
If it was nipping your finger it'd be cute, but it's trying to snap your head off. Use aquatic magic on armour, and fire spells on your blade and try air affinity break arts on the cheeky crustacean too. Its mouth is hard to hit but piercing weapons will do loads of damage. If that's too tricky, use a blunt weapon to bludgeon its armoured hide. Later in the game the iron crab will be a cinch – guaranteed

DARK CRUSADER & GRISSOM



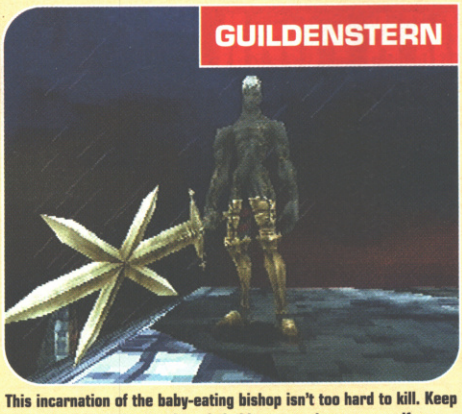
The Bert and Ernie of Lea Monde. Take out the Crusader first with repeated Break Arts to its abdomen. You may need to negate any sorcerer spells it casts on you or itself before you wade in there though, and Prostasia's a good option anyway. Grissom is a bit more tricky. Try to reduce his MPs with cunning chains while keeping yours high. Keep risk low, because his spells can be devastating

ROSENCRANTZ



This spotty bugger is a Break Art master. He's also immune to most magic, so it's up to you to be a good risk-breaker and try out your own Arts on him. Like an ogre without the charm, Rosie boy will be immune to extended chains as well. Don't let him heal himself too much or he may be able to wear you down. You won't kill him in this battle anyway – he has a more entertaining fate in store

GUILDENSTERN



This incarnation of the baby-eating bishop isn't too hard to kill. Keep pace with him and try and to chain hits as much as you can if you have enough Vera items to keep the inevitable risk down, or try the old Break Arts. His Last Ascension attack is dangerous but survivable – if you can reflect it, you'll be doing very well. Use sorcery spells and this battle shouldn't take too long

DARK ANGEL

Oh lordy! Now you'll really have to concentrate. You can't chase him so wait for him to come round and while he's not there switch to Normal Mode to heal quicker. Use long range Break Arts when he turns up and soon you'll face the horrific Bloody Sin attack. When the attack starts, you'll be given a chance to power up and then use a shield and defence abilities to reflect or absorb damage. Good luck...

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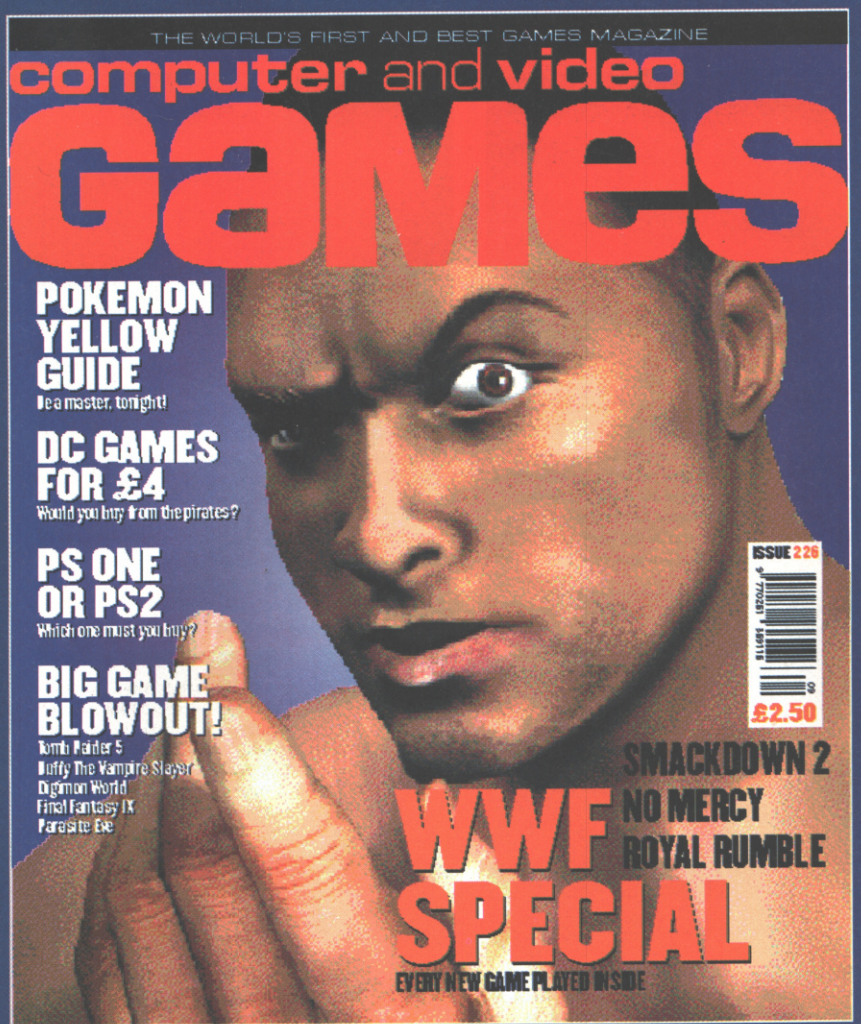

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mailbag

YOUR LETTERS

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STAR LETTER

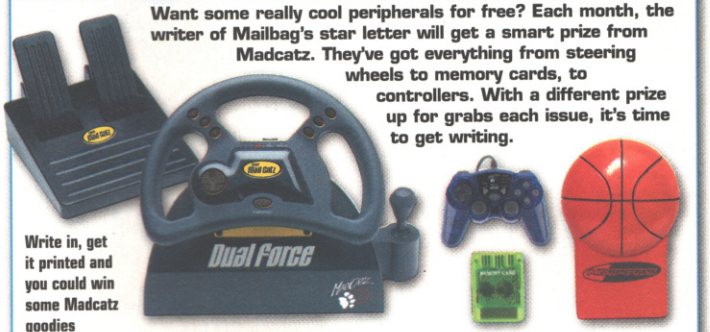
PAINFUL POLEPOSITION

Remembering a letter you had some time ago asking if you test vibration packs by sticking them down your trousers, I thought you and your readers might like to hear a story some American dude told me when I was chatting on the internet, yesterday. He told me about a Japanese games player who had to be taken to hospital with some internal injuries after sitting on the gear shift of a steering wheel controller with force feedback. Apparently, it was all just a horrible accident. Just thought you might be interested.
Michael Palmer, via e-mail
Gee, thanks. A British fella telling us about a story from an American bloke about a Japanese geezer – sounds like Chinese whispers. Or another urban legend. Mind you, heard the one about an America woman, a lobster and...oh never mind.

ILLUSTRATION Michael Bowden and Enigma

WIN WITH MADCATZ®

Want some really cool peripherals for free? Each month, the writer of Mailbag's star letter will get a smart prize from Madcatz. They've got everything from steering wheels to memory cards, to controllers. With a different prize up for grabs each issue, it's time to get writing.



Write in, get it printed and you could win some Madcatz goodies

MYSTICAL MARIO MILK

Have you noticed the similarities between Dreamcast pads and SNES pads? The colour order is the same (long list of perceived similarities follows). P.S. Please enjoy the mystical Mario milktop I've enclosed.
Daniel "The Dudefather" Mctarline, Omagh
Er...yeah, you hold both pads in your hands, that's another similarity for you. Freaky milktop though.

ONE CONSOLE WONDER

I was just wondering what you think the chances are of there being just one console in the future? If this happened, just imagine, Sega could concentrate on making games, Sony have the music scene behind them (wicked game music), Microsoft have the technology and Nintendo are in the same bracket as Sega. I believe this will happen within the next 15 years or so.
Robbie, via e-mail
We hope you're wrong. Just one game platform would mean a market monopoly which would be bad news for prices, and the quality of games would stagnate as developers might not feel quite so obliged to push the hardware to the max. Doesn't anyone remember what Atari games were like anymore?

POKE-WISH LIST

What every Nintendo-loving freak really wants to see is *Pokémon* for the Game Boy transferred to the N64. Imagine it all in glorious 3D. Forget *Pokémon Stadium*, nearly everyone would prefer the Game Boy version in 3D to *Stadium* and even *Pokémon Snap*.
Anon, via email

FEEL MY SPLEEN

Your award of five stars to DC's *DoA2*, and four stars to PS2's *DoA2* was no more than a euphemism for judging games on virtues other than gameplay. Justifying this with the explanation of "it's a more impressive technical achievement on that console at this time" is preposterous. Just because it's on a system with inferior hardware, doesn't make the gameplay any better, which is, surely, what your rating system is all about. What if a perfect copy of *DoA2* came out on the colour Game Boy? Using your logic, you'd have to say it was the greatest game of all time (again).
Niels, via email
And you wouldn't say a perfect copy of *DoA2* on the lowly GBC was amazing?

SIMSTATION PLEASE

I am a PlayStation owner, and I loved the *SimCity* games. I recently read

"I hope that you can change your ways or be forever a foo sucka!"
Asher Hamilton, London

"What the f**k do Nintendo think they are doing? Perfect Dark for £50?" Mr Andrew Wilson, via email

CHU POPPET

I went into my local Game store the other day to buy *Zombie Revenge* on the Dreamcast. I hadn't seen *Chu-Chu Rocket* when I entered the shop but when I enquired what the release date for it was the bloke told me it was out now. Just as I was about to take back *Zombie Revenge* and get *CCR*, the bloke told me it was free. I couldn't believe it!!!
Graham Hanks, via email
We got a fistful of letters this month from similarly *Chu-Chu* chuffed players. Sounds like Sega done right by you guys.

about the *The Sims* and it sounds like my dream game. But I can't afford a PC of my own and have to make do with using the one in my local library. Can you tell me if there's any plans for a PlayStation 1 or 2 release? It would be good if they include a facility for creating your own skins, that you can swap with friends, via a memory card. Thanks, and keep up the good work CVG.
John Lloyd, Chesterfield
Dear John...yup, it's one of those replies you don't want to hear. Sorry, but we've heard nowt on PS1 or 2 versions. As for the skins idea, PCers are already doing it. Check out www.thesimsresource.com

MINT JOKE...NOT

After seeing Joke of the Month in Issue 224, I thought I'd send in a couple of my own: A mint walks into a bar and orders a drink. The barman refuses to serve him, saying, "You're a mint!" The mint replies, "Listen, I'm the strongest, hardest, baddest mint, now serve me." So the barman serves him. When a second mint walks in and demands a drink, the first mint hides in a corner. After the second mint has gone, the barman asks the first mint, "I thought you were the strongest, hardest, baddest mint?" To which the first mint replies, "I am, but he's menthol."
Get it?
Paul Hopkins, Erith
Yeah, yeah. Eagle-eyed readers may have spotted that Paul threatened us with more than one joke. Just read the one above again except swap the words 'mint' for 'tarmac' and 'menthol' for 'cycle path'. Next!

UGLY PLUG

What's wrong with everyone? Dreamcast at £149? Why don't those idiots buy one? It already has a great catalogue of games and these easily outdo everything I've seen from PS2. From what I've seen, PS2 isn't even worth bothering with. Ugly textures, tedious sequels and add-ons galore which will cost most people a fortune. Why buy a modem separately when you get one free in a Dreamcast? Everyone should go and buy a Dreamcast NOW while I continue my plans to destroy the first shipment of PS2s in October.
Anon, via email

SHOT IN THE DARK

Yes, *Pokemon Stadium* is class, *Excitebike 64* is on it's way, *Operation Winback* kicks *Metal*'s geary ass and *Perfect Dark* is finally coming out, but what the fk do Nintendo think they are doing? I realise that carts cost more than CDs but £50 for each of these games? What are the big N trying to do to us? I have recently bought *Buck Bumble*, *Vigilante 8*, *Top Gear Overdrive* for only £10 brand new!! These were not in a sale, they were not damaged and all were bought from either EB or Woolworths. I can also get another five(ish) games at EB for under £15 and even get *F-Zero X* for £10, so why can't the big N sell me *Perfect Dark* for £40?**
Andrew "wiZlon" Wilson, via email
Sounds like you snaffled yourself some bargains - except your purchases aren't in the same league as the chart-toppers you want for £40. Why not check out N64's Players' Choice budget range.

GRIM HERRING

First I'd like to say that your mag is great! Anyway, I have *Monkey Island 1*, *2* and *3* and I've completed all of them hundreds of times and I think they are the best games EVER! I was reading an old computer mag and it said that LucasArts were making a *Monkey Island 4*. If this is true, I am a very happy person, but my friend says that *Grim Fandango* was what they meant by a sequel. Who's right?
Mark Hall, via email
It's true. But your mate's slapped you round the face with a red herring about *Grim Fandango*. The fourth installment, featured in Issue 224, is called *Escape from Monkey Island*, is in 3D and due out at the end of the year.

HOKEY-DOKEY

Having heard in your last issue that Sega's *NFL 2K*'s release date was put back, I felt that I should ask the knowledgeable CVG staff a few questions. I don't care about *NFL 2K* but more about *NHL 2K*, which has been out in America for ages and is one of the main reasons I bought a Dreamcast. However, if *NFL 2K*'s been put back, will *NHL 2K* be released at all? P.S. any news on the future of the Neo Geo Pocket?
Richard Thompson, via email
By the time you read this, *NHL 2K* (reviewed Issue 225) should be in the shops. Happy? Not for long... as reported in the same issue, SNK has pulled out of US and Europe due to lack of sales, so now games will only be available on import.

FOO SUCKA!

What David said in Issue 224's Mailbag was a load of biased jibber jabbering. What gives him the right to judge games by what they look like or what their predecessors were like when he hasn't even played the PlayStation 2 yet? Are the Dreamcast or N64 be totally backwards compatible with old peripherals? Most other people I know actually like most of the consoles that are out on the market making us unbiased, so I hope that you can change your ways or forever be a foo sucka.
Asher Hamilton (AKA nanaki_26), London

UNITED WE STAND...

I read your previews of *Quake 3 Arena* and *Half-Life* on Dreamcast. I also read the verdict on *Chu-Chu Rocket* online. I was a bit concerned about the verdict, and the fact that the modem seems too slow to cope with *Chu-Chu Rocket*, and that *Quake 3 Arena*, and *Half-Life* may not be any good online without a 56k modem. Sega really seem to be making an effort with their new machine after the Saturn flopped. It'd be shame for Sega to become complacent and not release a faster 56k modem, especially after a magazine like CVG calls for one. I suggest that all us Dreamcast owners email the Sega headquarters, and bug them about this until they realise that we need a faster modem.
Jamie Parker, London

WHO WROTE TO MAILBAG THIS MONTH

Sinjitsu O Kaku, by Airmail; Jason Smithe, Colchester; danny ward, Poole; Keith Richardson, Hope; simon Tumbridge, Wells; Sammy Taylor, London; Sarah Wilkinson, Cardiff; Tony Powell, Newcastle; Seth Jones, Peterborough; Tammy Walters, Croydon; Mr Zog, The Moon; Steve Peters, South Africa; Ken Jones, Liverpool; Jamie Willow, Harlow; Des, Dublin; Danny Lane, Kelly Teacher, Nigel Hampton, David Lloyd, Norman I., Mark Usher, Peter Finch, email; Tom Wells, Edinburgh; Liam West, Tunbridge Wells; Kirsty Fife, Bath; Tom Burmer, South London; Noel Deacon, Tamworth; Jason Tupper, Devon; Wayne Hetherton, Mile End; John Johnston, Essex; Robert Howard; Suffolk; Julie Smith, Coventry; Daniel Barker, Middlesex; Tim Ruffle, Manchester, Dave Kane, Ilford.

"Dreamcast at £149? Why don't those idiots buy one?" Anon

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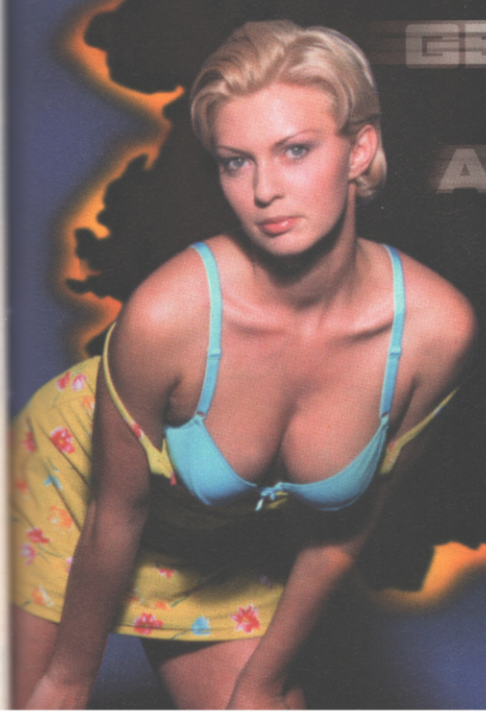

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WHAT'S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

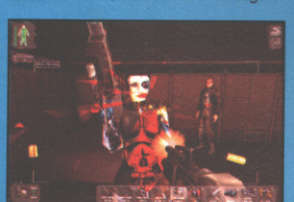
HONEST Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game, regardless of format or who has made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 18 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video GAMES ★★★★★

Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

98 VIRTUA TENNIS
Game, set and match to Sega



104 DEUS EX
Top RPG action adventure

124 ISS 2000
What's the score for N64?

INSTANT PLAYER GUIDE

COMBAT TECHNIQUES

Little things you should try to remember when something is trying to chew on your face.

Don't just stand there and fire off your biggest weapon. This isn't Resident Evil, you know. Keep moving and only take aim when you have time to do it without running the risk of getting hit

You don't have to see things to be able to hit them. A classic example is in a sewer tunnel when you can waste all the birds with one shotgun round by firing as soon as the screen flashes

PlayStation

COST: £39.99
OUT: AUG
MULTIPLAYER: NO

Women turning into flesh-eating mutant freaks, gremlin-like creatures destroying cars, ravenous birds feasting on living tissue, fissures opening in the earth unleashing hell's rejects, towering flame-belching beasts destroying hotels and skinless horrors exploding into nothingness. This is horror of the kind that makes *Resident Evil* seem like the Teletubbies. Welcome to *Parasite Eve 2*. Square may have committed a severe gaming crime by not releasing the original over here, but we'll let them off as the sequel is such a face-melting horror epic.

PARASITE EVE 2

Resident Evil has lost its crown, all hail Queen *Parasite Eve 2*

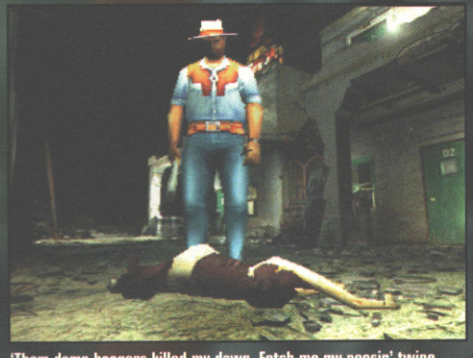
WORDS & SCREENSHOTS: LES ELLIS

KEEP THE TENSION RUNNING

Resident Evil may have been a series of horror set pieces linked together by zombie blasting, but *PE2* keeps the tension-building moments coming thick and fast throughout.

Who is this guy, why does he keep coming back and why won't he die? All will be revealed – if you're good enough!

A woman's screams chill your blood. What's being done to her behind this locked door? Do you really want to know?



'Them damn boogers killed my dawg. Fetch me my noosin' twine Rose-Lee, I'm gonna linch me a mutant.' Never cross a redneck

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

Those powers you have aren't just there for the hell of it. A single pyrokinetic blast can take over 100 hit points off an opponent, so try to get more than one creature lined up in the blast cone

For that truly awesome boss in the hotel, head for the safe spot in the far corner. He won't hit you here so you can fire at will. When you see smoke or fire come out of his mouth, hide until he's done

Brute force isn't the only way to kill freaks. When you get to the mine, you can stand near the edge and dodge as they charge you, sending them to their death, or let them run into a fence

FREAKSHOW

It's not just zombies that can infest a town when a virus gets hold. Just take a look of a few of the weird and wonderful sights in *PE2*, and then consider the fact that all of these want to rearrange your internal organs.

These little scorpion-like gits come out of the ground when you least expect it. On the plus side, one good shotgun blast will rip a good few of them to shreds, splattering flesh everywhere

Yeah, we know, this bit is just like the first time you come across a Licker in Res Evil 2. But not to be outdone, this guy becomes invisible to make your life that bit more complicated

The horses are nasty, but dim. You can outrun them and dodge when they charge. Grenades make them explode in spectacular fashion. These docile beasts react to noise, a fact you'll have to remember

Now these are nasty 'cos if you shoot them they explode. Get caught in the blast and you can kiss that full health bar goodbye. So hit one to set off a chain reaction and waste a bunch in one go

If you find the hotel a bit scrappy, you should see what this guy does to it. He breathes fire and can demolish buildings with his arms. What a feat of engineering he is!

You're getting a bit close to this. You think he's dead but guess what... killing him has only made him even madder! Now you're gonna pay the price and work out how to kill him all over again

"We're gonna risk blasphemy and say

CAUGHT IN THE ACT

You want a movie? You've got one. The key elements of top movie-making are all here. Sex, laughs and plenty of gunplay. Sod *Tomb Raider*, this is the game we really want to see them make a movie of.

Come on, name one action flick that doesn't feature a bit of bare skin somewhere. *PE2*'s shower scene would be perfect for the big screen if they got the right actress to do it

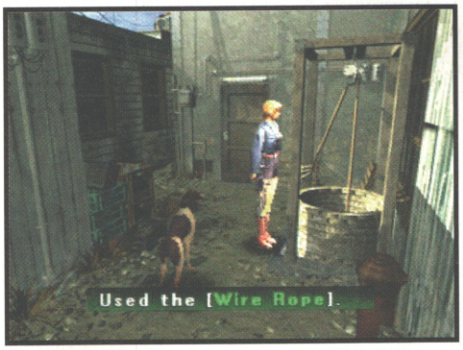
Umm, exactly which button did you press there kiddo? That's about $50 million of real estate going up in flames. We're going to need a shedload of glass to fix this baby up so no-one notices

Just like an episode of the X-Files, you wonder around a deserted town and catch glimpses of weird creatures out of the corner of your eye. Ooooh, the suspense is killing me!

THINK 'EMUP

Alright, so a quick trigger finger and plenty of firepower will help, but there's a lot more to *PE2* than just mindless blasting. Have a quick gander at a selection of the kind of puzzles you have to figure out.

That car is blocking a door and is totally wrecked so it ain't driving anywhere. You've got to work out how to restore power to the lift it's sat on to shunt that useless hunk of junk out of the damn way!



Examine that well and you get attacked by mutant birds. So be smart – get the rope and use it to sneak down, blasting them all with a shotgun when they're not looking

The entrance to the house next door is locked and the only way in is through the hole behind this reject from the Antiques Roadshow. Only problem is, it's bolted to the wall. Have fun

The last thing you want to see when you've just put 300 rounds into someone from a machine gun is him to get up, laugh and run away. Especially when you meet him later and he's holding a grudge

The rails are smashed and that fall is a mighty long way. You certainly can't jump that, and a railcart would never make it across. How are your bridge building skills these days?

Light this baby up and power is restored. But to do that, first you have to figure out where to stick the plug to get it all working. Then you'll be able to get through that pesky door to the next level

PE2 *is better than any PS* Resi *game"*

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Galerians* (PS), *Resident Evil Code: Veronica* (DC), *Vagrant Story* (PS)**

YOU CAN'T SAY *THAT!*

We're huge fans of survival horror style games. So that means we reckon all things *Res Evil* rule. But as far as PlayStation goes, we're going to risk blasphemy and say *Parasite Eve 2*'s actually better than any PS *Resi* game. There, said it.

COMBAT ROCKS

The gunplay leaves *Resi* behind. There is much more to think about than simply when to use your next medikit. These battles are much more about manoeuvre. There are loads of chances to get beasts to hurt themselves by tricking them into falling off edges or running into electric fences. And then there's the way you can hit more than one creature at a time and even blast them when they're not on screen. This is a top tactical combat system that borrows heavily from RPGs.

PLOTTING

The plot is straight out of the X-Files. And though the virus idea has been done before, it's never had such a deep story attached to it. And with the RPG elements like the streamlined menu-driven inventory and the character interaction thrown in, this is one you won't want to leave alone. The tense atmosphere of the locations is amazing. The wind-swept, deserted town where your ears strain to detect any signs of approaching creatures is one thing, but when you get to the mines and the shelter, all hell breaks loose. One minute you're involved in plot developing scenes and then bang! In-your-face combat.

BRAINSTRAIN

Quite simply, *Parasite Eve 2* is the best yet in survival horror. It has it all: tense atmosphere, great story, great action and a control system that you feel comfortable with immediately. If ever a game has been crying out to be made into a movie, this is it. Pure class.

computer and video GAMES ★★★★★

COMPETITION

We've got five box sets of X-Files series one on video to give away. Answer this:

What's the name of the character you play in *Parasite Eve 2*?

a. Aya Brea
b. Evelyn Waugh
c. Adam's Apple

Send entries to: 'I Don't Adam And Eve It Compo', C&VG Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London EC1V 7QP

Closing date: September 13

Dreamcast.

COST: £39.99

OUT: SEPT

MULTIPLAYER: 1-4

VIRTUA TENNIS

The sports game that smashes all comers

WORDS & SCREENSHOTS: DEAN SCOTT

Remember Wimbledon? The country went tennis crazy and Rusedski went out in round one. It was the perfect time to release a killer tennis game, so Sega, who's had *Virtua Tennis* in arcades for over a year give us a DC version in... September! Ok, it's great and you should buy it, but where is Sega's sense of timing?

LONG-TERM TESTER A straight port of the arcade game would have been enough for most people but lovely Sega has added a World Tour mode to keep you going in single player. You compete in a series of matches and events to earn money. That cash buys stuff like new players, clothes and courts for single player. The challenges are amazingly original and great fun to play.

A grand for a bottle of bleedin' Lucozade? That had better be the super-isotonic stuff

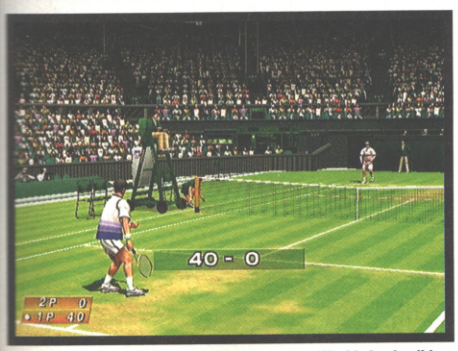
It's 10-pin, but you serve at the pins to knock them down. Take down a set target to win

Balls fly everywhere. Hit the yellows back at the ball machines and get out of the way of the reds

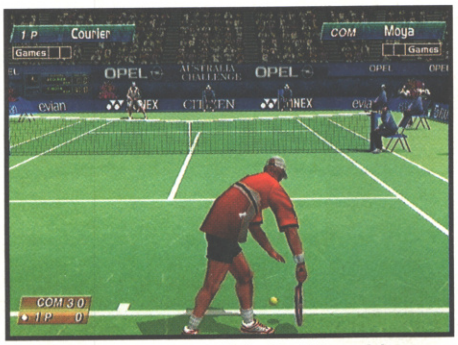
Smash balls at the giant inflatables to knock them off court before the time limit runs down

BEST TENNIS EVER

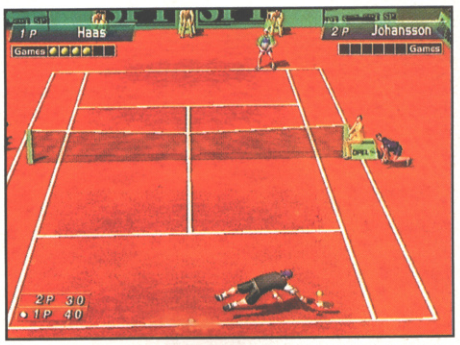
Virtua Tennis is probably the best tennis game ever made. We played *Super Tennis*, *Mario's Tennis* on Virtual Boy, *Smash Court Tennis* and *Pro Tennis Tour 2* again to make sure, and we're pretty convinced. Not only is it an absolute breeze to pick up (there're only two shot buttons), it looks, sounds and feels exactly like real-life tennis.



Recognise that grass? This court is identical to Wimbledon in all but name. What's great is that to win on the grass courts, you have to play a completely different game to when you're on a clay court



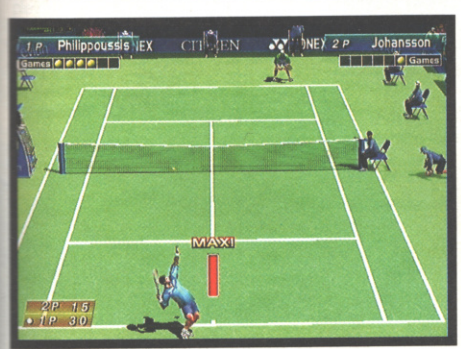
Players leg it around the court with barely a flicker, and they are animated exactly as you would see them in reality. You can tell this is Jim Courier right away by his service action



It's easy to serve, volley, lob and smash, much as you would expect from a game converted from a coin-up. You can dive in and have fun from the off, but to become a true master will take you longer

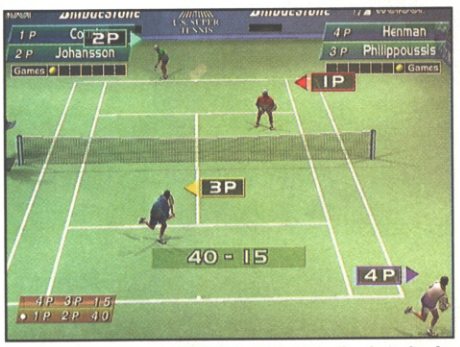
REAL LIFE PROS

A tennis game that looks this good would seem pointless without an array of recognisable stars pegging it around the screen. *Virtua Tennis* features a whole host of top racketsmiths, including our own Tim Henman. Each player has different skills, and you really notice it in their style of play on court.



Sweden's Thomas Johansson is quick to get around the court but lacks power in his shots. Mark Philippoussis serves like a cannon ball but isn't quite as mobile as his nippier opponent

Recognise the face? OK, it looks like he's been in a minor car accident, but it's Tim Henman alright. Just compare it to the completely unrecognisable players in *FIFA* on PS2



Best four-player game on the DC? That'd be *Virtua Tennis*, squire. It has the power to have a roomful of players screaming after every winner and cussing each other with every close line call

"Even if you're not into tennis this'll give you a massive rush"

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

ISS Evolution **(PS), *NBA 2K*** **(DC)**

PUSH IT TO THE LIMITS

Virtua Tennis is an all-action treat, and even if you're not into tennis, this'll give you a massive rush. You'll play so hard the sharp edges on the DC D-pad will cut into your poor fingers, and you'll leave an 'A' imprint on your thumb looking for that extra power on your returns – the gaming equivalent of tennis elbow. It's not as deep as, say, *ISS Evolution* but it's pretty much the perfect arcade sports game.

PICK UP AND PLAY

It's easy to pick up, but mastering the subtleties of drop shots and chips takes weeks. In multiplayer it ranks as one of the best sports games of all time, and even in single player Sega has made it work. The World Tour mode's many different challenges will entertain and test you, and Sega must be applauded for giving a cracking arcade game that extra bit of life.

NO ANNA, NO PROBLEM

It looks exactly as it should, and having real players is a major plus. It's a shame there aren't any female players in there (well, it's a shame Anna Kournikova isn't in there, naked) but this is a minor gripe since the gameplay is so fluid and engaging. The summer might be fading fast, but this'll keep you feeling warm for a long time yet.

computer and video GAMES ★★★★★

PULL-OUT POSTER
computer and video
Games
ISS: One good reason to start getting very, very excited about PS2's October launch
Fine Goal
SOCCER
KONAMI
MAJOR

VIB RIBBON

Dance, jive and keep that stick-rabbit alive

WORDS & SCREENSHOTS: LEE SKITTRELL

PlayStation

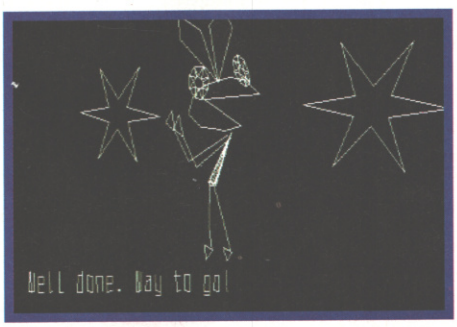
COST: £19.99
OUT: NOW
MULTIPLAYER: NO

WHAT YOU NEED TO KNOW

Vib Ribbon is rhythm-action taken to the next, maddest level. From the *Parappa the Rapper* team, it stars a stick-man bunny called Vibri. Vibri has to dance, shimmy and generally avoid obstacles as he grooves his way across the screen. You have to hit the correct joypad button for the corresponding shapes that fly at you in time with the tunes. Do well and Vibri will turn into a beautiful – if badly-drawn – angel. Muck it up and he'll gradually de-evolve into a wrinkly little worm. And we wouldn't want that, would we?

LOST IN MUSIC

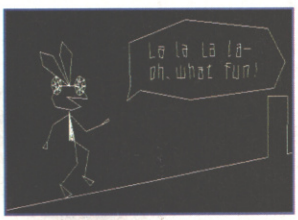
Okay, so the game looks like some kind of *Pong* reject, but after one play on this gem you'll see past the minimalist graphics and come to love their monochrome madness. Vibri the bunny is one of the coolest, most adorable videogame characters ever created. You only have to let him sing you through the Tutorial mode and you'll fall in love with him (not in *that* way, I hope). The Bronze, Silver and Gold courses ease you into the action



and you'll make short work of them. But that's only the beginning of the fun. Because *Vib Ribbon*'s stroke of genius is that it lets you play the game along to your own CD collection, and this is what'll keep you coming back time and again.

WORTH PLAYING?

Play this game with albums from your own CD collection and you may never listen to music the same way again. Seeing what kind of shapes your fave tracks throw at you is an absolute blast. Different types of music create varied levels of difficulty. Ambient tunes cause lots of spinning obstacles at a relatively easy pace, while live rock recordings and tunes with lots of stuff going on in the background will

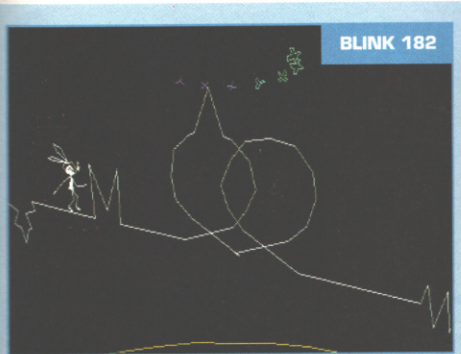


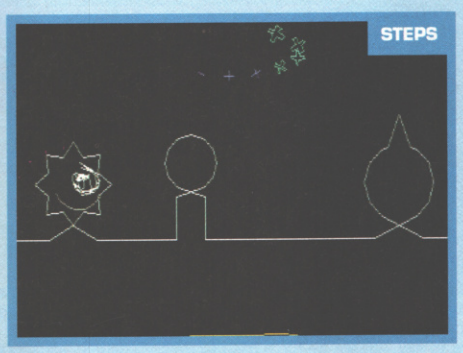
severely test your crazy skills. It may be mad and not everyone's cup of tea, but this is an original, off the wall treat that's perfect for parties and a highly addictive quick hit.

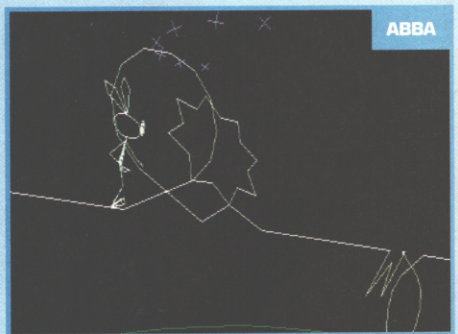
computer and video GAMES

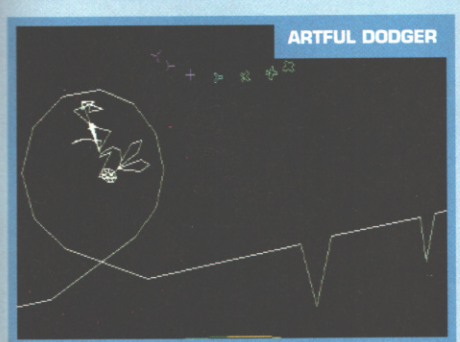
★★★★

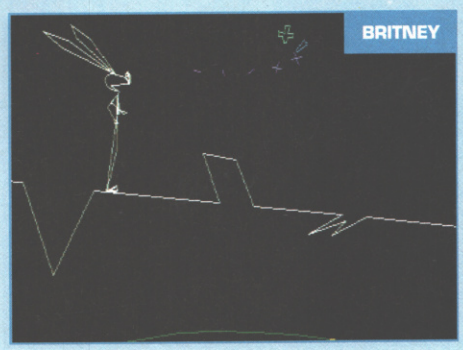
IF YOU LIKE THIS TRY THESE...
Parappa the Rapper (PS), *Space Channel 5* (DC)











CVG'S TOP FIVE TUNES

Bopping along to the Jap-pop on the *Vib Ribbon* disc is grand, but the real fun comes when you stick your own beats on. We raided Dean's chart pop collection.

BLINK 182's All The Small Things makes for lots of overlapping obstacles hurtling towards poor old Vibri. **STEPS**' A Deeper Shade of Blue plays out at a reasonable pace but the obstacles spin on the wire, making planning your moves tough. **ABBA**'s classic Dancing Queen provides a slow-paced but complicated sequence of combos. Ironically, **ARTFUL DODGER**'s Movin' Too Fast was the easiest track we tried out. Great for beginners. She's Queen of pop, but **BRITNEY**'s Born To Make You Happy was the toughest track in the world. Who ever said Britney's for wimps?

NINTENDO64

COST: **£39.99**

OUT: **SEPT**

MULTIPLAYER: **1-4**

KIRBY 64: THE CRYSTAL SHARDS

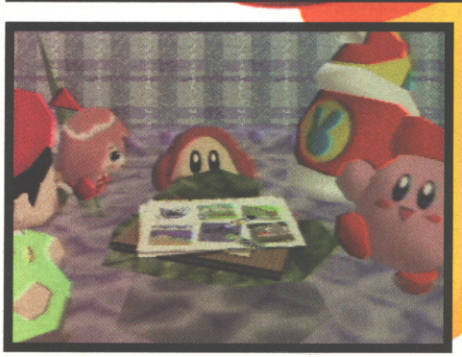
He's back to suck you up and spit you out

WORDS & SCREENSHOTS: DEAN SCOTT

Imagine you were a big pink puffball that could suck people up, occasionally inheriting their skills. You'd then be able to pull your face off and use it as a boomerang, or rub your head with sandpaper until it caught fire. You'd also be able to fly, and the whole world would look like it'd been drawn in crayons. How cool would that be? Very. Well it's not just total loons and ageing hippies that can live that life, Nintendo has squashed all that craziness into an N64 cart. Here, smell it.

HOWCUTE?

Kirby is the pink prince of cuteness. He's like a big marshmallow of happiness. *Kirby 64* sees him back up against his arch enemy - the mysterious Dark Matter. It's black, it's evil, and it's trying to bring sadness and pain to Kirby's happy technicolour world. Prepare to say 'Aaaah!' as Kirby tries to thwart the dark stuff in the sweetest way possible.



Here's Kirb chilling with his homies. Not a sharp object in sight

Explosions don't cause fire, just lots of pretty stars. Ahhhhh!

The Dark Matter starts to terrorise the cute fairy types. Call Kirby

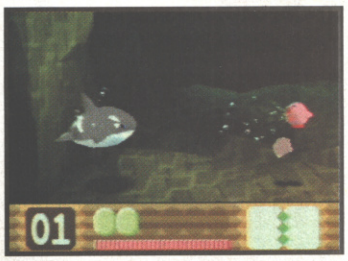
KIRBY STAYS 2D

Kirby has refused to make the same jump into 3D that Link and Mario did. Instead he contents his plump, pink self with basically a left-to-right platformer. Kirby ambles across the screen at a supremely chilled out pace, sucking baddies up and gobbing them out as he goes. These levels look great though, and will keep you coming back for more.

You can control some of Kirby's weird buddies too

Believe it or not, this tree is a boss character

You'll see colours you never even knew existed



Kirby tries to suck in this killer whale and fails

TOKEN 4 PLAY

Guess what? *Kirby 64*'s even got a handful of multiplayer games to keep you nice and sociable. They're pretty messed up little nuggets too: a four-way fight to catch falling apples, a kind of sack race without sacks and a *Bomberman*-type battle on a floating platform. It's all good fun, and apple-catching sessions can get pretty heated.

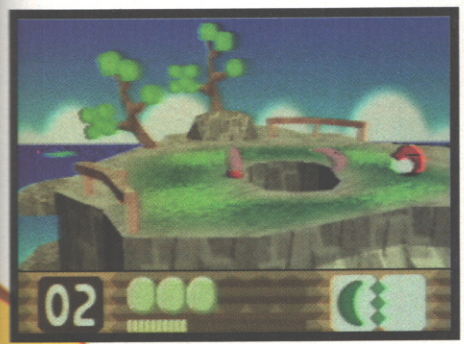
Shove your mate out of the way and nick all his falling apples

Hop along as quick as you can, but don't land in those puddles

It's a battle to see who's left standing on the floating platform

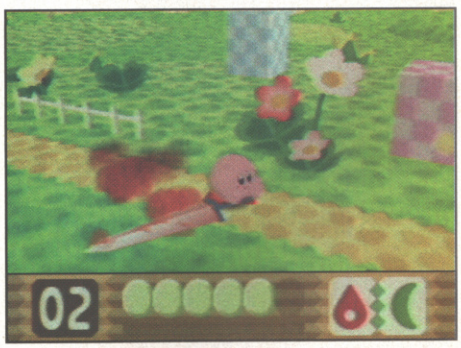
FACE OFF

Kirby's primary attack is the ability to suck objects in and spit them back, and that's how you beat most of the bosses. Some baddies give you a new skill if ingested, like the ability to turn into a lead ball, a flaming comet or a bomb-chucking nutter. Here are a few our other fave Kirby offensives.



Tear off your face and use it as a boomerang. The chicks dig it

Combine the right two power-ups, and you can chill snowman-style



We love the flame sword. Once a camp pink ball, now a blood-god

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...
***Super Mario 64* (N64), *Rayman 2* (DC, N64)**

YOU'VE SEEN THIS BEFORE

Kirby 64 is playable and enjoyable, but hardly groundbreaking. The side-scrolling gameplay isn't far removed from the Kirbmeister's NES debut back in the '80s, but it's fun nonetheless. Don't expect much challenge though, this has been set up for the younger generation.

CHILL WITH THE PINK

The visuals are totally engaging, and Kirby is one of the coolest characters ever. The pace is slow and the tunes chilled. But the core gameplay is pretty sedate and samey, and occasional subterranean and airborne sections don't do enough to break it up.

TRY BEFORE YOU BUY

We liked *Kirby 64*, but then we still like *Super Mario World* even more. This is no cutting edge platformer but it will help pass the time with a smile on your face. It's not going to be for everyone though, and as much as we'd love to have scored it a four, that might have given people false expectations.

computer and video games

★★★

PC CD ROM

COST: **£34.99**

OUT: **NOW**

MULTIPLAYER: **NO**

WORDS & SCREENSHOTS: PETER WALKER

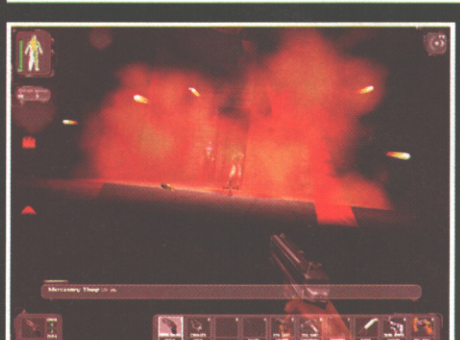
DEUS EX

Pretentious name, great game

It's from the Latin, 'Deus Ex Machina', meaning 'god out of a machine.' Why's it called that? Who cares. Ion Storm can put the embarrassment of *Daikatana* behind them – this one's a belter. Put *Thief*, *System Shock 2* and maybe a sprinkling of *Half-Life* in the blender and you've got *Deus Ex* – part story-driven stealthy shooter, part role-playing action adventure, and (almost) all awesome.

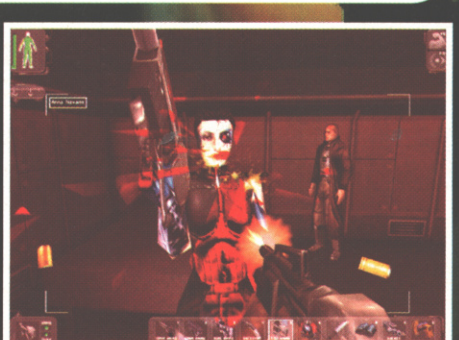
TRUSTNO-ONE

Deus Ex is pleasingly well endowed in the plot department, twisting and turning wildly like a politician exposed in a smut scandal. A virus is wiping out the poor and there's only a limited supply of Ambrosia vaccine. It's a rollercoaster ride with multiple endings that takes you round the world, scrapping with Triads and freako monsters, never knowing who to trust.



Terrorists have nabbed the Ambrosia and are holed up in the Statue of Liberty. Cue you – a rookie UNATCO agent code-named JC Denton

Your bro, a veteran agent, has gone wussy and wants the terrorists stunned instead of introduced to Mr Pistol. Stuff him, let's get it on

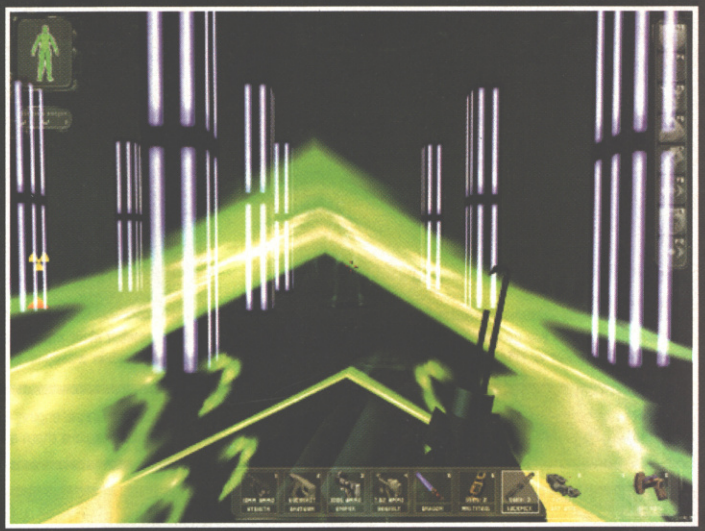


Aha. Bro's a terrorist too – but why? Do you obey this witch's Nazi orders? Key decisions like this effect the way the game plays out

GADGETBOY

You want gadgets? You got 'em, and in all shapes and sizes too. But, *Deus Ex* also being a role-player, a bunch of those cool contraptions are actually fitted inside you in the form of 'upgradeable nano-augmentations' which are improved as you go. These give you special powers and really affect how you play the game.

You'll find these blue upgrades or new augmentation canisters at key points. Each new aug has two skills, but you can only choose one – and it's irreversible. This flying spy probe is a good choice



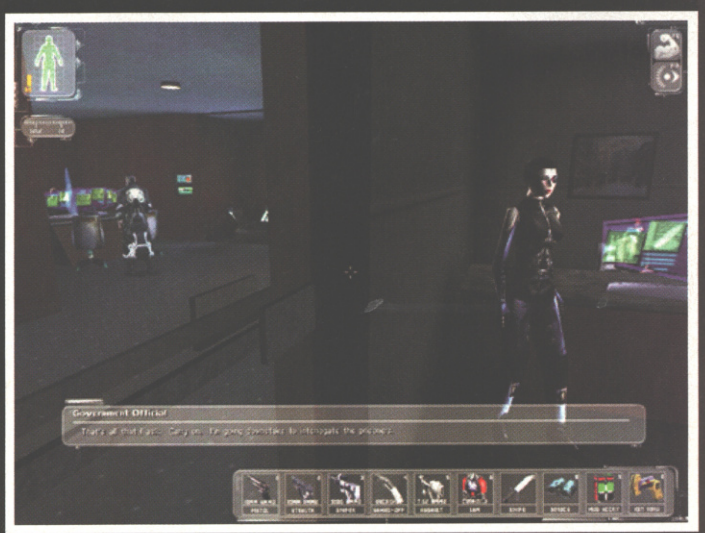
Among all the ammo and weapons you find littered around are cool gadgets for bypassing security number pads. These lockpicks open up subtler ways to fulfil objectives – "No, not now, you twat!"

"It's full of clever touches that enhance gameplay and make you experiment"

DETAILSDETAILS

It's full of clever touches that enhance gameplay and make you want to experiment. We spent ages replaying the first mission differently, trying headshots vs legshots, leaving terrorists' bodies for others to discover, finding secrets, planting TNT for one-shot massacres and angling attacks so enemies kill their buddies in a crossfire.

Levels are littered with interactive objects. Some are eye candy, some only good for distracting guards. Others, like barrels and bin bags, are perfect to hide behind or stack to access new or secret areas



Use your lugholes and keep quiet near enemies. Listen for guards' footsteps and earwig useful skinny (there's 150,000 lines of dialogue in total). Relevant info like keycodes is automatically stored

FREESTYLE

Player freedom is what Ion Storm wanted you to have, and though the main story is fairly linear, the way you go about completing missions is up to you. You have primary and secondary objectives, but there're usually several ways to go about doing them. Which is where the role-playing comes in. Doesn't hurt the replayability either.

You get skill points as you go which you assign to a handful of core abilities like computer or rifle skills. And you'll notice the difference

Choosing combat skills makes you a more efficient killer – you'll get better with certain weapons. Check out my health icon top left. Ha!

Techie skills'll let you hack gun turrets, turning them on their own side. But who wants to be a techie with weapons like these around?

MORE COOLSTUFF

Deus Ex uses the *Unreal* engine and mostly looks pretty good for it. Some cityscapes have even been modelled on photos of the real thing, and you'll want to explore them all looking for hidden entrances, cool sniping and ambush spots or just for the sheer fun of it.

Hong Kong, and the heavily-armed police even sport flamethrowers. Get caught trying to break into a shop and they'll throw more than the book at you. Luckily, there are loads of waterways to chill out in

This place ain't in no guide book. But there're loads of weapons to guard your wallet with. Plus you find upgrades adding laser or sniper sights, increasing clip capacity, accuracy and dampening recoil

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***System Shock 2* (PC), *Thief 2* (PC)**

ACHTUNG!

We've waxed lyrical above and were teetering on a Five Star score, but it's not all perfect. Hammy German and Oriental accents and occasionally stilted dialogue jar a bit, not to mention the fact that you can hire a Japanese schoolgirl tart. Plus some of the lip-syncing in cut scenes, character models and animation are laughably bad. You get people with heads like Kryten from TV's Red Dwarf that look more like novelty condoms than anything else. And catch yourself crouch-walking or jumping in the mirror in the Hong Kong disco, and you'd wet yourself if you weren't too busy grinding your teeth about the tedious, erratic level loading.

NOT A FREE AGENT

More disappointingly, the freedom to complete objectives in whatever way you want is sometimes undermined by the linear plot. In one mission after switching allegiance to the terrorist side, we returned to the Statue of Liberty to get to a rescue chopper, craftily evading the main exit and emerging out a trapdoor nearby. But no matter what we did the game wouldn't let us kill one of the key characters and escape capture. And we spent hours trying different techniques to find this out.

FORGIVEN, NOT FORGOTTEN

But you'll happily forgive pretty much all of that because *Deus Ex* boasts an engaging blend of stealth, action, exploration, role-playing and plot, all wrapped up in a fat brown paper parcel of playable realism. You'll find yourself constantly considering whether there are better ways to do the job in hand and what impact your actions could have later in the game. Immersive, clever and with good replay value – go buy it. Just bear in mind that you'll need a pretty hefty PC and accelerator card to enjoy the hi-res gorgeousness at its best.

COMPETITION

Five copies of this top title are up for grabs. Just answer the question below and send your entry, marked *Deus Ex* Compo, to the usual address.

Deus Ex is the Latin for:

A/God's ex-wife
B/God out of a machine
C/God, what a noncy name

computer and video GAMES ★★★★

PULLOUT POSTER

PULL-OUT POSTER
computer and video
GAMES
RAYMAN: Multi-million selling French games hero has been confirmed for Game Boy Advance

WORDS & SCREENSHOTS: STEVE FULLJAMES

TOCA WORLD TOURING CARS

The old girl gets Max'ed up

PlayStation

COST: £29.99

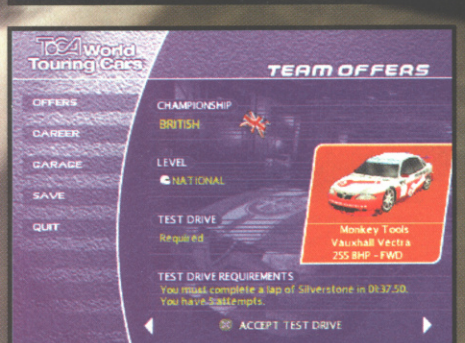
OUT: 25 AUG

MULTIPLAYER: 1-4

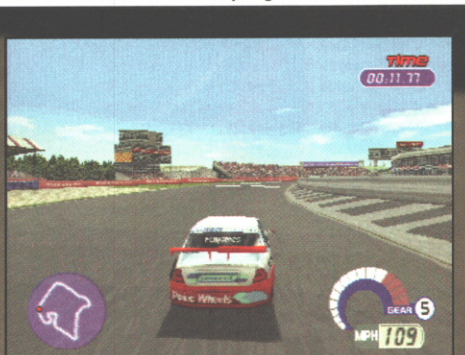
If you've had a PlayStation for a while you will probably remember the first two *TOCA* games. You can't deny that they were excellent racing simulations, but there's only so much driving a Ford round a field in Norfolk that a sane guy can take. *World Touring Cars* is a totally different deal, with stylish cars from around the world racing on some of the best tracks the planet can offer. Just the ticket if you're as fed up waiting for *Gran Turismo 2000* as we all are at CVG.

IT'S A LIVING

Unlike many other racers where you plough through loads of tracks for a whole year, *World Touring Cars* features shorter championships with the catch that first you have to earn the right to race in them. Each of the teams sets its own driving-test challenge and if you can do the business then you get the hot seat behind the wheel.



This bunch of fly-by-night racing jocks need a new driver. If you think you can do a hot enough lap, you're the man for the job



Out on the track you've got to keep your head. The target time is tight so if you put a wheel off you'll have to try it again

Congratulations mate. You are now a fully-fledged touring car driver ready for the off. If only real life was this easy...

PACKAGE TOUR

The first two *TOCA* games were set in the rainy old UK but *World Touring Cars*, as you'd hope considering the name, takes place in 23 more exotic locations worldwide. Championships are grouped by region, and include North and South America, Japan, Germany, the Mediterranean and Australia.

Suzuka is also home to the Japanese F1 race, but you won't find any of those poncey, pointy motors in this game. Instead, the racing action is a lot tighter with plenty of opportunities for destruction

The 'corkscrew' at Laguna Seca, USA, is one of the hardest corners in the entire game. We made it through this time – just – but you can expect to go spinning off like a chimp the first few goes

Bathurst in Australia is one of our favourite tracks. Starting and finishing on massive, high speed straights, the mountainous middle section will test your driving skills right to the limit

PURE GARAGE

40 cars can be yours in *TOCA World Touring Cars*, but some are specific to certain countries. There are also a load of famous bonus cars to win, including the curvy Audi TT and boy racer favourite, the Subaru Impreza.

UK races are limited by the fact that you're driving boring dad-chariots like this thrilling Vauxhall Vectra. In the replay, you get a Matrix-style frozen camera pan if you smash a window

Head overseas and you'll get behind the wheel of massive, tail-happy V8 monsters that prefer to slide round the corners. They drive a lot differently to the grippy Euro cars, so watch out

Earn points in Championship mode to unlock all manner of tasty extras. We're behind the wheel of a sexy Alfa Romeo here, but there are far, far cooler motors to discover

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

FOR EVERY SIDE OF YOU, THERE'S A CORNER

Knowing how to go round corners quickly is essential for *TOCA* success. Here's the 1, 2, 3...

Brake hard in a straight line. The computer controlled cars wuss out like ladyboys early on, but you can pile in until you see the 100 and 50 metre boards on most corners

Hold off the power as you turn, and try and stay as close to the apex (the inside edge of the bend) as humanly possible. Try to finish braking before you turn or you'll go into a spin really easily

Once you're through the apex and can see the exit, bury the fast pedal. It's easy to get the hang of cornering in Time Attack mode, now go try it in a race, with 11 other cars after your ass

DESTRUCTION DERBY

A lot of games that feature real cars aren't allowed to show damage as part of the deal with the manufacturers. No such worries with TOCA, as you can go all-out in a quest to break your motor, should the need grab you.

Suffer a few prangs and you'll see bumpers get detached from the bodywork. Amusing, but we can do a lot better...

If you're bit careless on the way round the circuit, you'll be shedding wheels and bonnets like a four-wheeled stripper

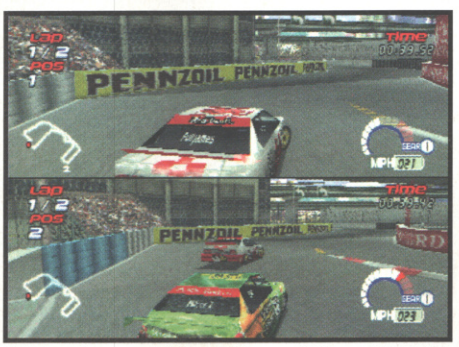
Bored with proper racing? Try driving round the wrong way and ram as many oncoming cars as you can. The result: Carbeque!

"You'll be shedding wheels and bonnets like a four-wheeled stripper"

THE WHOLE TEAM

World Touring Cars lets you race on your own, or with up to three mates simultaneously. The old PlayStation starts to struggle with four of you and the frame-rate suffers, but this is still about the best PS four-way racer attempt we've seen so far. You're better off sticking with two players for the most fun, though.

The most impressive sights are in single player, with loads of cars on screen at the same time at full detail



With two players, most of the graphics are still there, and the game still moves at a super-fast pace. Oh yes: we like

Four-player split-screen looks a lot simpler, but the TOCA racing action lives on. Shove that up your pipe, *Gran Turismo*

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

GRAN TURISMO 2 (PS)
TOCA 2 (PS,PC)

CLIFF OR ELVIS?

The old *TOCA* games were PlayStation's school swot – smart, but a bit dull. This new global approach is far more rock 'n' roll, and the way that the career progression works really makes you want to play on. Some of the racing options have been simplified somewhat, which will annoy serious petrolheads, but it does make it all the more fun for the rest of us.

DEATH RACE 2000

The computer-controlled cars clearly have a bit of a deathwish, though, because they'll do their damndest to ram you off the track every chance they get. This can be pretty annoying when you're battling hard for the lead, but skilled drivers will learn to rise above it with a slick power slide. In the preview we didn't think the twitchy car handling was up to much, but we're happy to report that everything has been sorted out now that the game is finished. The Dual Shock controls are as good as they come, too.

CAR WARS

Gran Turismo has more cars to collect, but let's face it: could you be bothered to play through the whole thing? *TOCA World Touring Cars* has the same idea, but it's broken into more manageable sections in the form of the shorter championships. Plus there's that vital car-trashing factor, and serious four-player PlayStation racing that actually works is a bonus too. *TOCA* has loads of cool cars, quality circuits and enough challenge. What more do you need?

computer and video **GAMES**

★★★★★

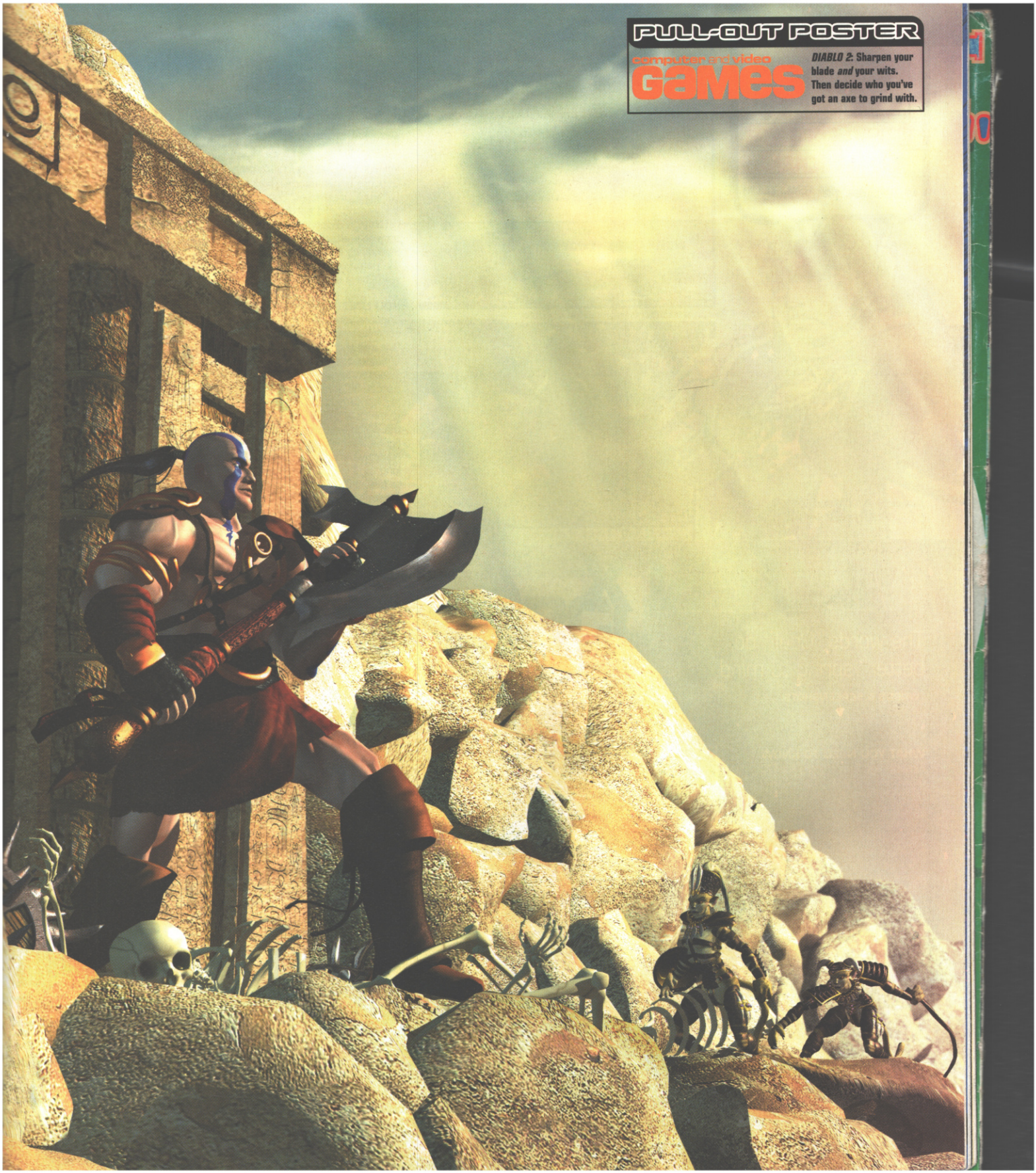
COMPETITION

We've got five high-octane copies of *TOCA World Touring Cars* to be won. Just answer the question below and send to: TOCA compo, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP

Who's the real touring car driver here?

A/ Alain Menu
B/ Johnny Restaurant
C/ Frank Bistro

Closing date: September 13


PULL-OUT POSTER
computer and video
games
DIABLO 2: Sharpen your blade *and* your wits. Then decide who you've got an axe to grind with.

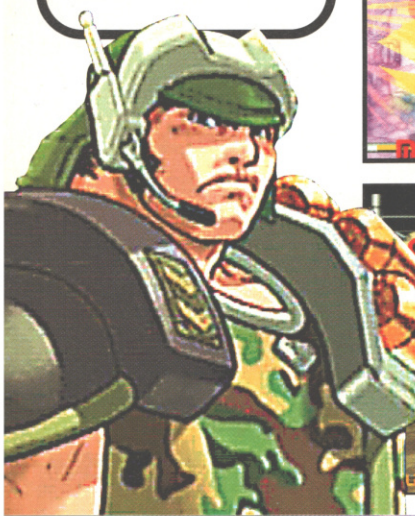
PLASMA SWORD

This sword could do with a little sharpening

WORDS: LEE & TIM SCREENSHOTS: TIM MEDHURST

Dreamcast

COST: £39.99
OUT: NOW
MULTIPLAYER: 1-2



WHAT YOU NEED TO KNOW
Capcom brings another fighting game to Dreamcast, complete with dodgy story and heroes bent on revenge. Weapons, fists and projectile attacks all fly in the unoriginal, if fairly pretty, battles and the game offers very little that you won't have seen before.

YOU LOSE!
Capcom veterans will pick up the controls with ease as the game features the familiar three attack and one dodge arrangement. The side-step feature gives the action a pseudo-3D flavour, but there's no hiding the game's 2D roots. The graphics are uninspired and lack the polish expected from a DC fighter. One-player mode gets repetitive and won't keep you playing long, and you'll probably only want to see each ending once. Versus mode is as good as ever, but isn't it time we demanded something a bit different from our fighters?

WORTH PLAYING?
Plasma Sword's special moves are kinda cool and light up the screen with a spectacle of blistering lightning bolts and blinding explosions. The two-player mode brings more life into the game and will keep you and your mates amused for a while at least. But ultimately, with games like *Power Stone 2* pushing the boundaries of fighting games ever further, you can't help but expect more from a Capcom fighter than the rather poor *Plasma Sword* delivers.

computer and video GAMES

★★

IF YOU LIKE THIS TRY THESE...
Tech Romancer (DC), *Street Fighter Ex 2* (PS), *Power Stone 2* (DC)

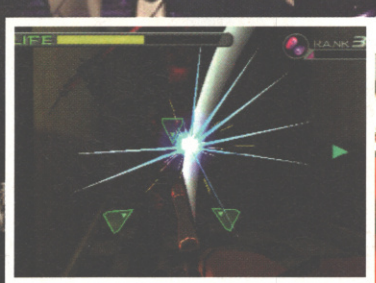
MAKEN X

The words "Could do better" spring to mind

WORDS & SCREENSHOTS: LEE SKITTRELL

Dreamcast

COST: £39.99
OUT: NOW
MULTIPLAYER: NO



WHAT YOU NEED TO KNOW
First-person fans hungry for DC action will find little to get their teeth into with *Maken X*. Dreamcast's first 3D corridor-roamer involves close combat rather than high speed shoot-outs. A *Zelda*-style targeting system helps you keep track of the assorted freaks who try to gore you, and you can 'brainjack' characters you meet to use their special skills.

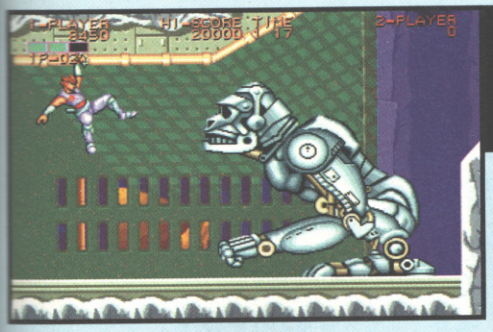
X MARKS THE SPOT
Maken X is weak in almost every department. The graphics are super-crisp but lifeless and bland, while the enemies behave like cretins. Levels are linear and empty of puzzles, and the story scenes are boring, poorly acted and way too long. The control method is a far cry from *GoldenEye*'s ease and turning around to tackle enemies behind you is painfully slow. The story itself isn't all that bad and at least brainjacking lets you experiment with new characters and change your route in the game.

WORTH PLAYING?
Maken X isn't even on the same planet as first-person titles like *Quake 3* or *Turok*. It tries something a bit different, but the awkward close-range fighting, sluggish controls, weak cut scenes and bad translation stifle the few good ideas hidden away in the game. Rent it if you're absolutely gagging for first-person DC action, otherwise wait for *Half-Life*.

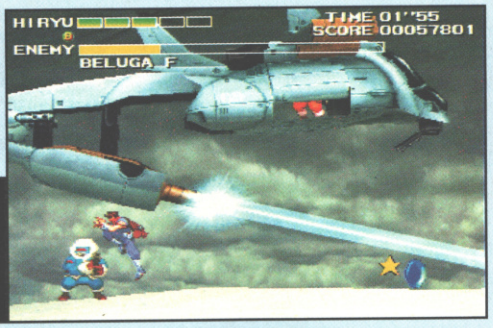
computer and video GAMES

★★

IF YOU LIKE THIS TRY THESE...
Perfect Dark (N64), *Turok 2* (N64/PC)



Seeing the old arcade version is enough to bring a tear to the eye



Test your button-bashing skills to the max in battle after full-on battle

PlayStation

COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **NO**

STRIDER 2

Slashing good retro fun

WORDS & SCREENSHOTS: LEE SKITTRELL

Taking this boss down is a mammoth task. Ahem, sorry.

The special attacks send pyrotechnics all over the place

WHAT YOU NEED TO KNOW

Once, if you liked something you called it things like 'skill' and 'mega'. And during that time, one of the 'skillest' things around was *Stride:*, a late-80s high-octane platforming slash 'em up. Now you can play both the original version and the jazzed-up sequel and remember what 'mega' used to mean.

TAKE A SLASH

Like *R-Type Delta*, *Strider 2* is classic retro gaming in snazzy new pants. The 3D backgrounds and bosses are all very pretty, as are the other characters like Strider himself. The action boasts frantic missions, mini challenges and enemies galore. It's full-on from the word go and special attacks and massive mechs fill the screen, but gameplay still boils down to some good old slash-button bashing.

WORTH PLAYING?

Strider 2 – packaged with the original *Strider* – is a slice of quick-fix arcade action that delivers on the excitement and adrenaline fronts. The infinite continues make sure you'll cane it in a couple of hours, but once you do, there are extra characters to unlock and treats to discover. We think it's still 'skill', but it lacks the depth and longevity we're now used to.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...

R-Type Delta (PS), *Super Ghouls 'n' Ghosts* (SNES)

KISS PSYCHO CIRCUS: THE NIGHTMARE CHILD

Rock band in nearly cool game shocker!

WORDS & SCREENSHOTS: MAURA SUTTON

WHAT YOU NEED TO KNOW

OK, so they are a bunch of 40-something rockers who wear more make-up than all your sister's mates put together, but Kiss were once the hottest band around. And though these rock dinosaurs will usually do most things for money, *Kiss Psycho Circus* is not just an attempt to chuck a few old rockers in with some badly programmed monsters hoping to make a fast buck, thank god. In fact, this is actually a pretty enjoyable shooter. It just happens to be based on the comic book mythology of one of the most laughably extravagant rock bands ever to strut this earth.

FLOATING FART BAGS

You don't have to know anything about Kiss to enjoy this game. If you like first-person shooters, you'll still be mightily impressed by the sharp graphics and eerily lit locations. You'll even laugh at some of the nutty creatures such as the Arachniclown and the flatulent Floating Gasbags. And any Kiss fanatics still left out there will love playing Kiss tracks on juke-boxes and spotting the references to Kisstory scattered throughout.

WORTH PLAYING?

Lack of interaction is what prevents *Kiss Psycho Circus* from taking a place on the podium of great FPSs. Senseless slaughter is fun for a time, and the levels all look great, but you soon start to hanker for more. And the quests to fulfil and mystical objects to collect aren't enough to satisfy. Even so, a worthy addition to the FPS range.

Shoot the BladeMaster in the nuts to stop him throwing large axes at your head

Purple streams? It could be high time you visited a doctor

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...

Shadowman (PC, DC, N64), *Quake II* (PC, N64), Half Life (PC)

PC CD ROM

COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **1-16**

COMPETITION

There's a new Kiss branded fizzy drink out, and we've got a tray of them for some lucky winner. Entries to our usual address marked Kiss My Art

What type of music are the rock band Kiss famous for?

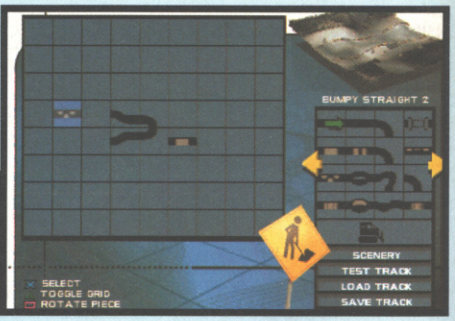
A/Glam rock

B/Disco

PlayStation

COST: £29.99
OUT: NOW
MULTIPLAYER: 1-2

The Murmansk course is full of jumps and treacherous black ice. It's mighty cold out there in Russia



The level editor easily guides you through creating the ultimate snow ride from hell for your mates to try

SNO-CROSS CHAMPIONSHIP RACING

Motorised powder-ploughing heaven

WORDS & SCREENSHOTS: MAURA SUTTON

WHAT YOU NEED TO KNOW
Sno-Cross is a dangerously fast sport where high-powered snowmobiles race purpose-built courses at breakneck speed. *SCCR* pretty much manages to capture that full-throttle excitement.

BRASS MONKEYS
Everything about this game feels smooth and effortless. The graphics conjure the crisp winter environment and you'll be buzzing as you bounce around the courses, snow flying in your face. Handling is fun and you have to fight the machines' power to stay in control. There are the usual one and two-player options, and complete 500cc 600cc and 700cc Championship modes to unlock more courses. Progress and you'll earn cash to upgrade your machine.

WORTH PLAYING?
Totally. The snowmobiles are easy to get used to and there are loads to choose from. The Track Editor gives added longevity as does the number of locked courses and options. A worthy winter winner.

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THIS...
Nagano Winter Olympics (PS)

With such spectacular crashes and falls, you won't feel so bad when you misjudge a jump and come a cropper

RAILROAD TYCOON II

All aboard for destination Geeksville

Dreamcast.

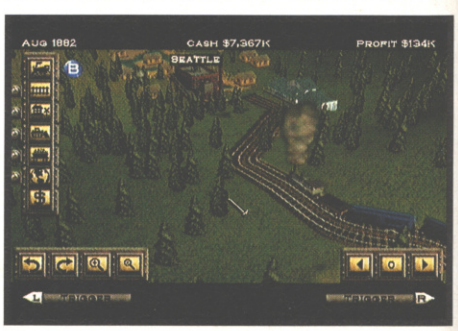
COST: £39.99
OUT: NOW
MULTIPLAYER: 1-4

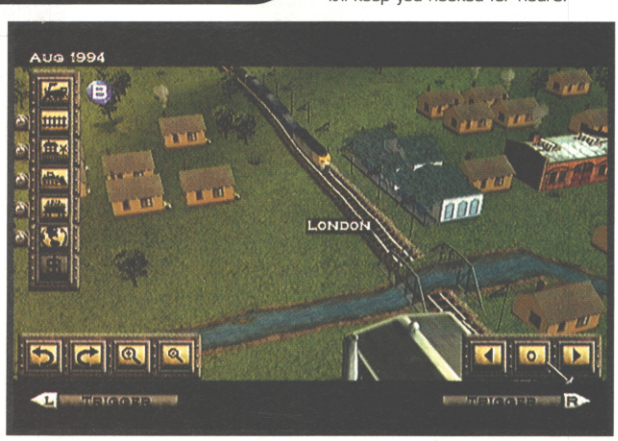
WHAT YOU NEED TO KNOW
Lay tracks and run trains between towns and factories to rake in the cash. There are missions to accomplish on each level, all based on real-world maps, and some will make your brain cry trying to suss them out. Up to three opponents battle it out with you – either controlled by the computer or playing online. *RRT2* sounds as dull as hell, but like all good sim games it'll keep you hooked for hours.

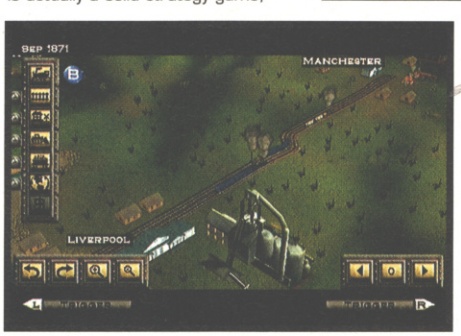
CALLING ALL STATIONS...
The game kicks off some time last century and carries on into the next, so as you play your fleet of locos progresses from steam-powered choo-choos to futuristic expresses. It's a PC conversion, but with all-new graphics, so now you can rotate and zoom in on the action, making this one of the best looking sim games ever.

WORTH PLAYING?
Being a train driver lost its appeal when you were about seven, but look past the geek factor and *RRT2* is actually a solid strategy game, something of a rarity on Dreamcast. The controls are easy to use and much of the hardcore sim stuff is out the window. Just don't show it to your mates.

WORDS & SCREENSHOTS: STEVE F







Look, it's just like a history lesson! In 3D! No, come back....

computer and video GAMES

★★★★

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Kingpin	Battlezone	Half Life	Sonic Adventure
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Toca 2	Tomb Raider1,2,3	Quake 2	F1 World GP
GTA 1969	Fifa 2000	Mortal Kombat	Final Fantasy VII
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PlayStation

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**

Stats and info are presented in an easy to grasp manner and navigating between screens is a doddle. But has it got the depth for the purist?

Manage a team from any of the divisions and use the Editor mode to keep the game up with real life developments

FOOTBALL MANAGER 2001

Here we go again

WORDS & SCREENSHOTS: LES ELLIS

WHAT YOU NEED TO KNOW
It's football season time again, meaning the TV and papers are filled with poodle-haired players scoring on and off the pitch and managers maintaining they can catch Man Utd before the season's end. And it means firms like EA can roll out another batch of updates. And here's one of the first.

BEEN THERE, MANAGED THAT
Ferguson simulator *FM 2001* boasts the best sim control system bar *LMA Manager*. There're still loads of screens to navigate but it won't take all day to find what you want and it's easy to remember where they all are. Then there's the Editor mode where you can swap players around if they get transferred in real life, or stick your own name in for your favourite player. Which means in theory there's no need for another update next year but that shouldn't stop 'em.

WORN THE TRACKSUIT
The match engine makes watching game highlights surprisingly exciting, and you can easily see any changes you make and how they affect your team. A nice touch, but the real guts of a successful management game lie in it being able to tempt you to tinker with all the training and stats to make your team successful. And that's where the easy to use control system pays dividends and really makes this sim work.

WORTH PLAYING?
It's well laid out and up to date and if you're looking for your first management sim, this is a four star title. But for experienced game gaffers it doesn't offer enough over its predecessors to make it worth the dosh.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
LMA Manager (PS),
Championship Manager (PC)

PlayStation

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4**

FA PREMIER LEAGUE STARS 2001

Give this a free transfer

WORDS & SCREENSHOTS: LES ELLIS

Use replays to see the action in close up. Trouble is the players look like weird mutants

The stadiums look great but that can't hide the fact this doesn't have what it takes to challenge FIFA or ISS

WHAT YOU NEED TO KNOW
Ah, it's *FIFA*'s little brother. And like all little brothers it'll never live up to the standards set by its older sibling who – let's face it – has been doing it for years. It may be going about things slightly differently to get attention in its own right, but this is little more than *FIFA* set in the Premier League with inferior graphics and more leaden gameplay. It's a runt next to daddy's favourite.

NEW AND IMPROVED
Well, some bits are. The engine has been tweaked to allow ball curling, Beckham-like free kicks and a better shooting system. The squads are bigger and there's a transfer market so you can swap your donkeys for new star players. Otherwise it looks as ugly as ever, with players animated like rejects from the 1970s Planet of The Apes movies. The Stars Stakes is a redeeming feature where you challenge your mates to a game and put up players as a wager. Lose and your star striker goes to your mate. Win and.. you know the rest.

WORTH PLAYING?
In a division where *ISS* hogs the top spot and *FIFA* is looking for the runners up berth, *Stars* is serious relegation fodder. This is so far behind in terms of playability and graphics that it would take a sudden and major epidemic of stupidity among games buyers to think it stood a chance. It may have all the real player names and the odd nice feature, but these can't make up for the pig ugly graphics and clumsy gameplay that run the risk of putting you off the beautiful game on consoles for good.

computer and video GAMES

★★

IF YOU LIKE THIS TRY THESE...
Fifa 2000 (PS), *ISS* (PS)

CARMAGEDDON TDR 2000

Nearly a car-tastrophy

WORDS & SCREENSHOTS: LES ELLIS

PC CD ROM

COST: **£29.99**

OUT: **SEPT**

MULTIPLAYER: **1-16**

WHAT YOU NEED TO KNOW

Played either of the last two *Carmageddon* games? If not, you haven't missed much. On PC they were poor, on consoles they were crimes against humanity. But the third game in the series has actually got it right. Gone is the slow pace and most of the annoying as hell gameplay quirks. Instead, you can expect plenty of manic action involving running over lots of people who spill green blood, plus – shock horror – some mission-based objectives to break up the races.

DEATH RACE

No doubt, the key element here is flattening pedestrians. They may bleed green now to avoid the controversy which helped the first two games sell bucketloads, but you still have to mow them down in as spectacular fashion as possible to earn more time. That time is spent either trying to finish first in a race, smashing everyone else out of it, or completing missions to get on to the next level. The missions replace racing against the clock to reach the checkered flag, with having to complete an objective like finding and defusing bombs within the set time limit.

Smash your opponent's car into a crumpled mess and then spread a pedestrian over the pavement in a 50 metre radius. Sick? Never

WORTH PLAYING?

Well, yeah. The stunts you can pull off are great, especially when the levels provide big ramps and loop-the-loops to do them on. And network play is great fun – smashing hell out of your mates and driving like a maniac will always hold a certain satisfaction, despite the repetitiveness of it all.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...

Carmageddon 2 (PC), *GTA 2* (DC)

PlayStation

COST: £29.99

OUT: NOW

MULTIPLAYER: NO

CHASE THE EXPRESS

WORDS: LICKY LEE SCREENSHOTS: TIM MEDHURST

WHAT YOU NEED TO KNOW

Chase the Express sounds like an action fan's dream: rescue the Ambassador and his family from a ruthless bunch of nuke-wielding terrorists on a runaway train. Think the mindless action of a Die Hard flick, combined with *Metal Gear Solid*'s stealth, *Syphon Filter*'s shoot-outs and *Resident Evil*'s puzzles. That's the idea anyway.

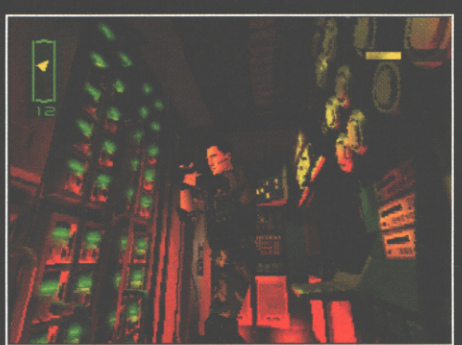
MIND THE GAP

In practice, *Chase the Express* is a let down. The puzzles are often simple, while the repetitive shoot/dodge/shoot gunfights soon tire. Manual and automatic targeting are both possible depending on the difficulty setting but both methods disappoint. Considering the time you spend blasting guards, combat needed to be more fun. Shame, really. The train setting is a cool idea but makes for too much trekking back and forth between carriages. The corridor-style map layout, even with multiple rooms and secret passages, is never as exciting as exploring a *Resi* mansion, and is a very far cry from creeping around the secret facility in *Metal Gear*.

There's lots of gushing blood in the game - make sure it's not yours

JAGGED EDGE

Chase the Express isn't so easy on the eyes either. The indoor environments are colourful if blocky and teeming with nasty jagged edges. The developers have blamed the ungainly background visuals on the limits of PlayStation. But that never stopped *MGS* laying on the eye-candy big-style. Despite some tasty swooping camera angles, the clumsy visuals kill the potentially nail-biting atmosphere stone dead.



WORTH PLAYING?

Gameplay-wise, *Chase the Express* is solid enough and exploring the carriages while blasting guards entertains for a while. The problem is, given *Chase*'s influences from classic action movies and games, the result should have been so much more exciting than it actually is. Maybe it is the limitations of the PlayStation taking its toll on the graphics, or perhaps it's just one of those ideas that looks sweet on paper but doesn't cut the mustard on the screen. Either way, this isn't awful, but sure does disappoint.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...

Syphon Filter 2 (PS), *Operation Winback* (N64)

DINO CRISIS

PC owners get a belated trip to prehistoric hell

WORDS & SCREENSHOTS: MAURA SUTTON

Regina cruelly subjected the Raptor to a continuous Steps tape loop

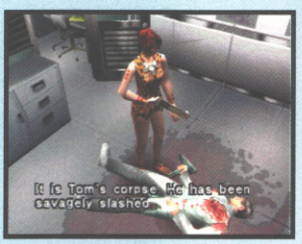
It was Regina's job to clear the Arsenal dressing room of stray dinosaurs

WHAT YOU NEED TO KNOW
Your name is Regina. You've been sent to the mysterious Ibis Island to investigate some rather strange happenings along with a couple of tough guys called Gail (yeah, Gail) and Rick. You arrive to discover the reception committee has had its guts removed, quite literally. Oh deary dear. It's welcome to the world of survival horror again.

CRISIS, WOT CRISIS?
If you didn't hear about *Dino Crisis* from when it savaged the PlayStation last year, then you must have been living on Jurassic Park island. It's full of blood, gore, cinematic camera angles and tricky brainbusting puzzles. It all worked fiendishly well on PlayStation, so how does it translate to the infinitely more powerful PC? Aside from the sharper graphics, you can now access the hidden bonus game Operation Wipeout right from the start. You also get to choose Regina's costume from four fetching outfits. And you can load your Operation Wipeout scores

onto a Net league table. Er, that's it. Gee, thanks a lot Capcom.

WORTH PLAYING?
With the imminent arrival of *Dino Crisis 2* on the PlayStation, PC



owners can feel justifiably cheesed off at the long wait for *DC1*. They'll be even more frustrated when they realise that this is basically just a straight port from the PlayStation. Despite this though, it's still a damn fine yarn. But we all know the PC is capable of so much more than this.

REVIEWS

PC CD ROM

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **NO**

computer and video GAMES
★★★

IF YOU LIKE THIS TRY THESE...
Resident Evil 1-4 (DC, PS, PC, N64)

AEROWINGS 2

Sort out your bogey problem with rockets

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW
The original *Aerowings* was like an aeronautical ballet simulator. You did Red Arrows-style tricks, but never killed anybody. Except yourself if you crashed. The sequel tools you up with some fierce rockets, and lets you loose in an equally beautiful gameworld but this time to kill people. That's more like it.

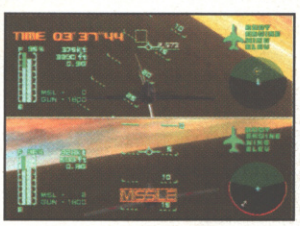
NOT QUITE PILOTWINGS
Dodging flak between skyscrapers is cracking, but there's a ton of training missions to do first. And despite some *Pilotwings*-style fun in the shape of balloon popping sub-games, many gamers will find *Aerowings 2* overly realistic.

WORTH PLAYING?
Having to be at exactly the right speed and pitch for your landing

gear to drop will dissuade less committed gamers, and you have to put in many hours before *Aerowings 2* starts paying you back in fun. But DC flight enthusiasts should check it out: 25 gorgeously rendered jets, 30+ missions and

Dreamcast.

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**



even a head-to-head option make it a strong package. It just doesn't have the crossover appeal for sim-haters like *Pilotwings* did.

computer and video GAMES
★★★

IF YOU LIKE THIS TRY THESE...
Pilotwings 64 (N64), *X-Wing Alliance* (PC)

SMALL BUT PERFECTLY FORMED

Looking for something to keep you occupied on those long, dark nights?

WORDS AND SCREENSHOTS: LEE SKITTRELL

GAMEBOY COLOR

COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **1-2 (LINK-UP)**

PERFECT DARK

WHAT YOU NEED TO KNOW

Now you can have Joanna Dark anytime and anyplace you want. And along with her, Rare has squeezed so much onto the diddy cartridge you won't believe it. There are training missions, link-up deathmatches, infra-red info swapping, mini-games and the clearest speech ever to grace your handheld. It's the most complete, jam-packed GBC game ever, so surely it's worth five stars right? Right – but only just.

THE DARK SIDE

The problem with *PD* is that though the single player game is massive and involving, it has some serious problems. Shoot-outs are haphazard and it's often impossible to avoid taking the bullet. Enemy AI is ace and the game's tough, but the difficulty level can get too high at times, making for frustrating mission restarts. And the ridiculously complicated 'Simon Says' door unlocking system reeks.

WORTH PLAYING?

PD is unquestionably excellent. The wealth of extras and the quality and amount of deathmatch modes will blow you away. It's this overall quality that makes the single player flaws stand out. Five stars but not quite perfect.

computer and video GAMES

★★★★★

GAME BOY COLOR

COST: £24.99
OUT: NOW

MULTIPLAYER: NO

MOOMIN'S TALE

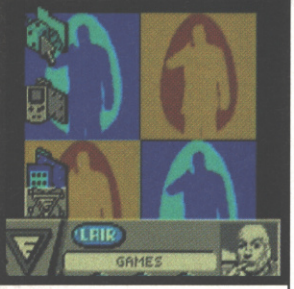
WHAT YOU NEED TO KNOW
Before you look at our score and think we've turned into gibbering five-year-olds and gone mad, know this: *Moomin's Tale* is an excellent platform adventure that'll please both kids into the new Moomins cartoon as well as adults who remember the old-school puppet craziness of the classic series.

REALLY?
Yes really. Get past the painfully simple first few levels and you'll be treated to a world of ever-changing and surprisingly tricky gameplay challenges. The game is split into mini-quests that fuse many different styles of game together. On one level you might be legging it down a hill chased by by a huge boulder where on the next you'll be solving puzzles RPG-style.

WORTH PLAYING?
Ok, so you certainly won't score any cool points with your mates for playing *Moomin's Tale*, but as a gamer you'll be doing yourself a favour. If the cutesy approach and silly stories offend your 'street' sensibilities then you can always just make sure no-one sees you playing. Hey, it's good to act like a kid now and again, you know. Moominmamma would be proud.

computer and video games

★★★★



GAME BOY COLOR

COST: £24.99
OUT: NOW

MULTIPLAYER: 1-2 (LINK-UP)

AUSTIN POWERS: 'WELCOME TO MY UNDERGROUND LAIR' AND 'OH BEHAVE'

WHAT YOU NEED TO KNOW
Not the shagadelic groove-a-thons you might expect, these two titles instead act like pocket organisers. Be a Dr Evil underling or one of Austin's swinging entourage, depending on which version you buy, and swap info and unlocked treats like screen-savers and new sounds between the two versions.

THROW ME A FRICKIN' BONE
Things are presented like a parody of a PC desktops. The games have to boot up, you have to shut down your machine properly and there are loads of windows to flick through. Mini-games, speech samples and graphics are all accessed via the desktop, along with more useful things like calculators and a fake Austin Powers 'internet' connection.

WORTH PLAYING?
Oh Behave and *Underground Lair* work best as novelty titles shared with friends. The humour is strong but you'll see and hear it all very quickly, while the mini-games are fun but way too simple. Two more versions are due soon too.

computer and video games

★★★

GAME BOY COLOR

COST: £24.99
OUT: NOW

MULTIPLAYER: 1-2 (LINK UP)

POP 'N POP

WHAT YOU NEED TO KNOW
The king of barmy brain-achers, Taito serves up another ball-busting, panic-inducing puzzle fest. All the classic weirdness we've come to expect is here along with crazy link-up games, a completely hatstand story-mode and a whole big bunch of multicoloured balloons.

THAT'S A THINKER
Taito has drawn on its head-scratcher heritage to make this instantly playable and massively addictive. Choose your hero from the star-studded cast including *Bust-a-Move*'s Bub and fire coloured balloons onto those on the cloud above you to pop 'em. Problem is, the cloud gradually scuttles down the screen like *Space Invaders* and speeds up to palm-moistening speeds.

WORTH PLAYING?
Like the best puzzlers, *Pop 'n Pop* keeps it simple yet horribly addictive. Boss characters break up the one-player action while the link-up games are a real hoot. Hardcore puzzlers may find the action just a little too simplistic but the joy of linking chains of balloons together, along with the ease of play, makes *Pop 'n Pop* perfect car journey fodder.

computer and video games

★★★★

GAME BOY COLOR

COST: £24.99
OUT: NOW

MULTIPLAYER: NO

BLASTER MASTER: ENEMY BELOW

WHAT YOU NEED TO KNOW
Blaster Master is an unhappy hybrid of scrolling shoot 'em up and platform game. Based on the crusty NES game, this GBC version sees you taking control of Jason who drives a little tank called Sofia. You fight hordes of silly enemies in sprawling levels that are all too easy to get lost in.

NO-GO RETRO
At certain points in the game Jason can leave his tank and adventure on foot. These sections are played from a top-down perspective with a boss at the end. There are new weapons and skills to learn as you play, but the problem is there's little incentive to keep going. Level design is confusing, the graphics best described as 'retro', and the gameplay repetitive, awkward and occasionally frustrating.

WORTH PLAYING?
Fans of the series will lap up *Blaster* as a chunk of nostalgia. Anyone new to it though, will most likely wonder what all the fuss is about. There are better platform shooters available for your coinage and, unless you're a fan of the previous games, you're likely to be seriously disappointed.

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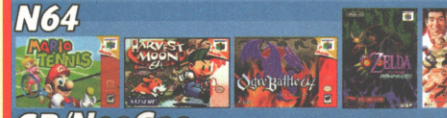

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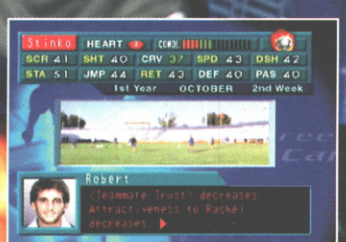
NINTENDO64

COST: £39.99
OUT: SEPT
MULTIPLAYER: 1-4

ISS 2000

The latest N64 *ISS* feels exactly like the last one. Gutted.

WORDS & SCREENSHOTS: DEAN SCOTT



WHAT YOU NEED TO KNOW

Traditionally the only competitor for PlayStation *ISS*'s 'Best Footy Game' crown was its N64 counterpart. The games were always different to play, but this latest N64 variant falls way short of the awesome standard set by *ISS Evolution* on PS last year. At first glance it feels identical to it's predecessor, *ISS '98*, and never quite does enough to change that bad first impression.

OVERFAMILIAR, BUT GOOD

The footballing action remains the finest you'll play on an N64, if only because it mirrors the '98 version. The same moves produce goals, the players move similarly, and the graphics look identical. With an expansion pack you can opt for a jerky 'hi-res' mode, but the visuals never rival the PS game. Probe a little deeper and you'll find little tweaks in the gameplay, but not enough to warrant fans splashing out another forty quid.

HORRIBLE CAREER MODE

The main addition is a career mode where you guide a trainee footballer up through the ranks at club level, and hopefully onto international football. But this horrible football soap opera gives you is too much talking and not enough ball-kicking. Dramas like trying to impress the girls or explaining having pornography in your room are as regular as your practice matches. This is supposed to be a footy game, not an RPG.

WORTH PLAYING?

Players still move nice enough and the degree of control over the play remains great. There are no real player names and the commentary sucks but it's still a laugh, especially multiplayer. Newcomers will be impressed, for sure. It's those that already own an *ISS* cart that should beware, though. This half-arsed update left CVG's *ISS* crew feeling sick.

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BUDGET GAMES

WORDS AND SCREENSHOTS: VARIOUS

SILENT HILL

Vacation once again in a town of horror and misery

FORMAT: PLAYSTATION
PRICE: £19.99
OUT: NOW
MULTIPLAYER: NO

WHAT YOU NEED TO KNOW
Silent Hill is Survival Horror's dark underbelly. Where *Resi* games go for big scare moments and comedy zombies, *Silent Hill* offers brooding, twisted gameplay and a haunting, adult story that you won't forget in a hurry.

THE CRAFT
You control car crash victim Harry Mason as he explores the foggy, snowbound town of Silent Hill looking for his missing daughter. On the way you encounter witchcraft, demonic creatures and a bizarre alternate reality. Puzzles are tough, combat is vicious and the superbly bleak atmosphere will suck you in. Shame then, that the story is sometimes baffling and that it's all over a bit quick.

STILL WORTH PLAYING?
Silent Hill got criticised upon release for not living up to its hype but it stands up better now than many expected. It's maybe not quite as slick as the *Resi* games but reaching all five conclusions is one of the most satisfying – and chilling – PlayStation experiences around.

computer and video GAMES

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IF YOU LIKE THIS TRY THESE...
Galerians (PS), *Martian Gothic* (PS), *Code: Veronica* (DC)

BRAVEHEART

William Wallace returns to kick English ass

FORMAT: PC
PRICE: £12.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW
Slip on a kilt and don the furry boots of Scottish freedom fighter William Wallace in this savage real-time strategy. Build your clan with trade alliances and recruitment drives. And then destroy the English. Och aye.

TWO BECOME ONE
Braveheart is split into two distinct styles of play. The 2D sections involve expanding your clan and the 3D component is where the bloody battles take place. These fight sequences are the best bit in the game and can have well over a hundred enemies on screen. You can fight in formation, set specific targets and even send in spies.

STILL WORTH PLAYING?
As with most RTS games, you'll have to be patient to get the best from it, but *Braveheart* still kicks a fair amount of Sassenach butt. It's not quite in the same league as recent battle-fests such as *Shogun: Total War* but, if you're fan of the genre, it still has the power to keep you up into the small hours.

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THESE...
Shogun: Total War (PC), *C&C Tiberian Sun* (PC)

DRIVER

Blag The Daddy of bad-ass driving on the cheap

FORMAT: PLAYSTATION
PRICE: £19.99
OUT: NOW
MULTIPLAYER: NO

WHAT YOU NEED TO KNOW
Undercover cop Tanner joins the mob and becomes el-supremo getaway driver. Take to the streets as you work your way through a whole fistful of tricky missions, breaking the law and ditching the Fuzz as you go.

PEDAL TO THE METAL
Passing your getaway driver's test is the first thing you have to do in the game and it'll have you tearing your hair out. You soon get the chance to test these necessaries out in the streets though, as you sling your motor round the city with the heat on your tail. As well as the main game, there's also Time Trial, Survival and the ice-cool Free-Drive mode, but sadly no versus mode.

STILL WORTH PLAYING?
The sheer variety of the missions and modes, along with the pure adrenaline rush you get from playing makes *Driver* a real blast. Some of the later stages can be frustratingly tough to beat but you'll still want to keep playing until you've busted the game wide open.

computer and video GAMES

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POWER STONE 2

Cartoon violence makes for the Mount Everest of DC party play

Skateboarding, launching nuclear missiles, playing the trumpet, laying mantraps, shooting a pistol, swinging a sword, eating bananas, skydiving, driving a tank, casting spells, swinging off cactii and wielding a minigun. All in a minute's work for the *Power Stone 2* posse. The world's most insane fighting game returns, and this time it's saying, "Hey! Why don't you get three mates round and all fight each other?"

IT'S BACK

Power Stone scored five stars in CVG last year, being the shiniest gem in the DC launch crown. Two combatants went at it in fully interactive 3D arenas, chucking pots and anything else lying around at each other. This time around, up to four players can go at it, but the single-player arcade mode lets the side down by being a little bit dull and far too brief.

It all kicks off. The arenas look amazing, and there are enough different weapon pick-ups to surprise you each time you play

Enter The Pharaoh Walker. He stomps around hurting you up bad until you smash his legs off and batter him in the face

Oooh, scary boss character! Hurl fruit and teapots at his face until his chest opens up, letting you mash his heart

GENIUS GEOGRAPHY

The battlefields of *Power Stone 2* are some of the most imaginative ever. What about rucking on top of submarines that are constantly submerging and reappearing? Or sprinting away from a rolling boulder in a temple whilst still scrapping? Or fighting as you skydive off a flaming airship? *Power Stone 2* is not your average game.

In the space station level, there's a giant alien. As if trying to whip the other guys wasn't enough, this scaly beast wants you too!

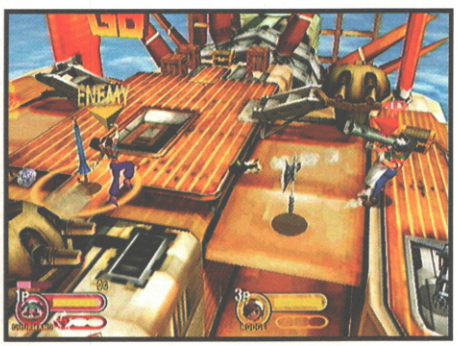
The levels are totally interactive. When a gun turret appears on the top of the sub, you can jump in and start shelling people

When a level catches fire, the only way is up. Scale up the screen platformer style whilst dodging rival players' flying fists and bullets

IS IT A FIGHTING GAME?

This is not a fighting game as you know it. There's only one button for punch, one for kick, one for jump and one to grab stuff. Elaborate fist and foot combos are out, and the constant availability of ranged weapons means you don't even have to get in close to cause pain. It plays like a cartoon, with slapstick rather than strategic action.

Hammering X will bust out a little punch combo, but Jin Kazama would laugh his ass off if you tried that wussy crap on him



Tool up with a rocket launcher, and you can worry someone from some distance. The view pans right out to keep you both on screen

You'd feel pretty confident in a scrap if you were in a tank and the other guy wasn't. Re-enact that Tianamen Square moment

SUPER BEINGS

Collecting three of the coloured gems that appear on each level morphs your character into a Raging Super Being, capable of much destruction. One of the new characters, Gourmand, is a pan-wielding chef who becomes a savage, mauling dinosaur when you feed him his three shiny stones. The original only provided three gems per level, but *Power Stone 2* supplies bagfuls, meaning two players can Rage simultaneously. In the first game, the tactical approach was all about getting the required gemage to Rage. The sequel dispenses with the tactical nous meaning you get fist deep in smashed nose bits sharpish. Cool with us.

Pete looks all cute and cuddly but can change into a laser-spitting robot. You get all the original characters plus a few newbies

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Power Stone* (DC), *Bushido Blade* (PS)**

GAMEPLAY ORGY

In multiplayer, *Power Stone 2* is some of the craziest fun you can have with your DC. It's a mental battle royale, with the screen constantly ablaze with pyrotechnics. There's some slow-down, but it doesn't hurt the fun. This kind of party play magic hasn't been conjured on a Sega system since *Saturn Bomberman*, and if you've got four pads you must buy this.

SOLO NO GO

The single player mode made a cracking arcade game, but here it's slightly unsatisfying. There's not as much joy in beating up DC-controlled guys, and infinite continues mean you crack it first time out. Better news is that you can add in CPU-controlled opponents to make up a four-player ruck if you find yourself temporarily friendless.

SHORT TERM FUN

The levels are amazing, the weapons never fail to surprise and the game spews out ocean-sized chunks of fun. Sadly, like in the first one, the long-term thrills aren't there and Capcom has slightly marred a fantastic update by not bothering to address this flaw.

computer and video GAMES ★★★★

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